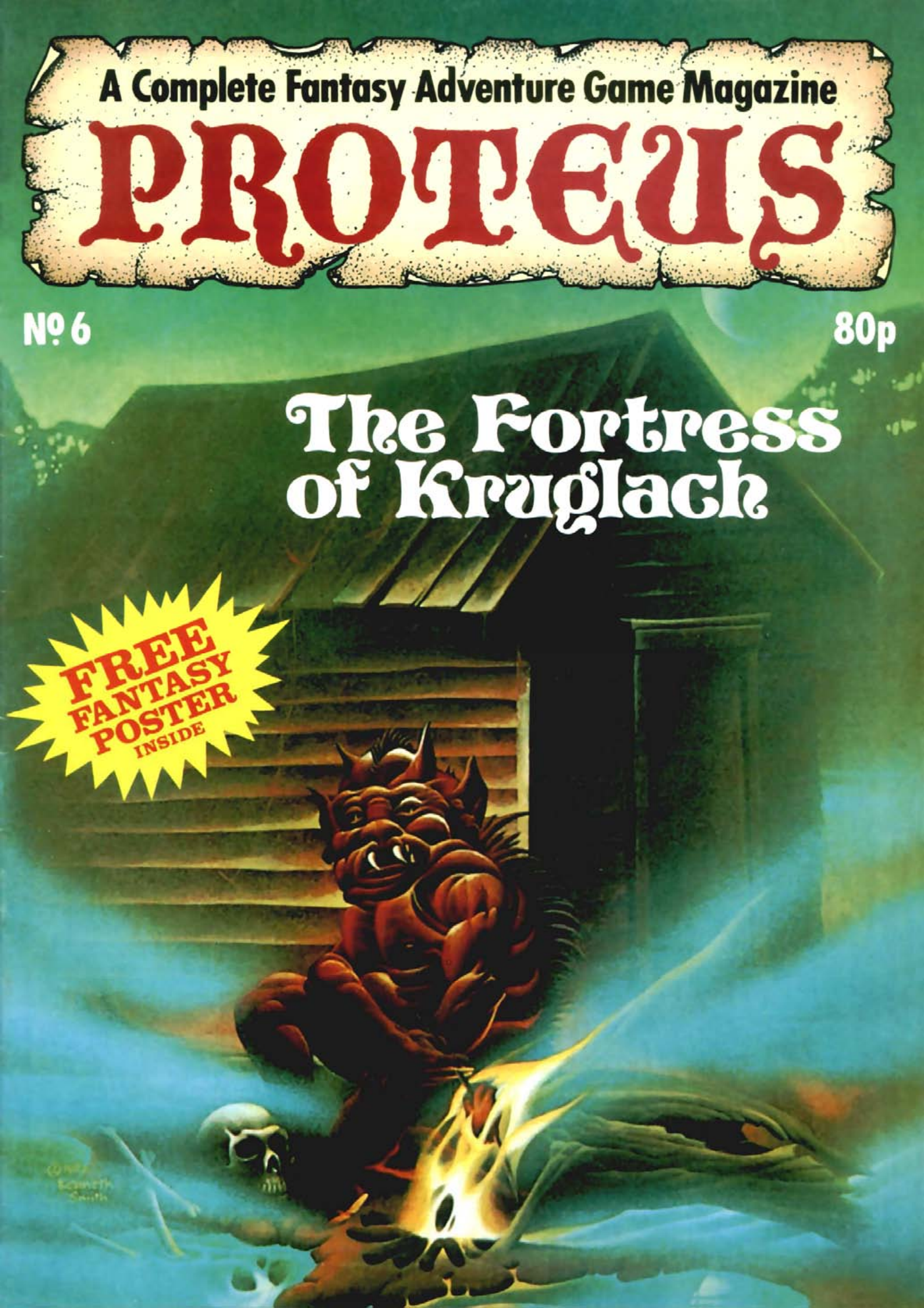
A Complete Fantasy Adventure Game Magazine

PROTEUS

№ 6

80p



Grenadier Models UK Ltd.

25mm Gaming Miniatures

Dept. P, 19, Babage Road, Deeside, Clwyd CH5 2QB. Trade Enquiries Welcome

WAR MAMMOTH OF THE UNDEAD LEGION

Now manufactured in Britain this much sought after model is available at £5.95.
Supplied as a simple kit in a colourful box.

MAIL ORDER
from address at top of page.
Pay by cheque or P.O. made out to Grenadier Models U.K. Ltd.
Alternatively, pay by ACCESS/ BARCLAYCARD VISA (see below) **Do not send cash or bank notes.**

ACCESS/BARCLAYCARD-VISA CARD HOLDERS use your credit card as a convenient way of paying for mail order Grenadier Figures. Order in the normal way by post, including your ACCESS/ BARCLAYCARD VISA number or

ORDER BY PHONE USING ACCESS/BARCLAYCARD-VISA the quickest and most convenient method of all. Call 0244 536111, place your order and have all your questions answered.
24 hour answering service now in operation.

POST AND PACKING
Magazines — post free.
Other orders
value up to £6 — add 50p
value £6 + — post free.
The rates apply in UK and BFPO only.
Overseas customers — please send IRC for rates.

MIDDLE EARTH BOXED SETS

Set 3 **SHELOB'S LAIR £4.50** containing
SHELOB, VEANTUR, Captain of the Tower, CALIME HALFELVEN, Mage of the Tower, SKARGNAKH, Chieftain of the Uruk-ongrum, COCOONED VICTIM, TREASURE, ORC GUARD with SWORD, ORC GUARD with GLAVE.

Set of **HILLMEN OF THE TROLLSHAWS £4.50** containing
BROK, Hill Troll, PRUG, TA-FA-LISCH, Ghost of the Petty Dwarves, DUNMAN SCOUT, MIFFLI, Petty Dwarf Mage, MONG-FINN, Leader of the Hillmen, NARLGA, Half-orc Mage, TROLL BOOTY.

also available **£4.50 per set**
Set 1 **FELLOWSHIP OF THE RINGS**
Set 2 **SAURON'S DARK ONES**

DWARVES

FW1 Dwarves with Spear
FW2 Dwarves with Two Handed Weapons
FW3 Dwarves with Axes
FW4 Dwarves with Crossbows
FW5 Dwarven Scouts
FW6 Dwarven Heroes and Champions
£1.25 per pack of 3 figures

The first releases in Nick Lund's new FANTASY WARRIORS range

DRAGONLORDS

2513 Sea Dragon
2514 Dragonlisk (illustrated)
2515 Iron Dragon
£3.99 each

FANTASY LORDS — new releases

157 Death Giant — £1.50 (illustrated)
158 Hobgoblins — £1.25
160 Dragonmen Specialists — £1.50
161 Beauty and the Beast — £1.25

FANTASY LORDS RANGE

— £1.25 except where marked otherwise

101 Adventurers
102 Females
103 Frost Giant — £1.50
104 Clerics
105 Were Creatures
106 Skeleton Cavalry
107 Halflings
108 Goblins
109 Orcs
110 Dwarves
111 Monks
112 Elves
113 Specialists
114 Undead
115 Bugbears
116 Golems
117 Dragon Men — £1.50
118 Scorpions
119 Hill Giant
120 Wing Folk
121 Knights
122 Wizards
123 Lizard Men — £1.50
124 Greenwood Adventurers
125 Armoured Dragonmen — £1.50
126 Skeleton Cavalry — barded horse
127 Familiars and Homoculi
128 St. George and the Dragon
129 Undead Orcs
130 Bolt Thrower with Undead Crew of 2
131 Dwarf Hydra — £1.50
132 Flying Carpet and Crew
133 Elite Skeleton Infantry
134 Umberbulk — £1.50
135 Armoured Centaurs
136 Goatkin Warriors
137 Storm Giant — £1.50
138 Orcus — £1.50
139 Demons
140 Searcher of Souls & Writhing Crusher — £1.50
141 Clerics
142 Hippogriff — £1.50
143 Captives
144 Barbarians
145 Ogres — £1.50
146 Skeleton Command Pack — £1.50
147 Skeleton Mounted Kettle-drummer
148 Skeleton Guard
149 Skeleton Infantry
150 Undead Centaurs
151 Cavalier/Paladin
152 Cavemen
153 Assassins
154 Dark Evils
155 Kobolds
157 Death Giant — £1.50
158 Hobgoblins
160 Dragonmen Specialists — £1.50
161 Beauty and the Beast

MINI-DRAGONS

6 new models, each one a perfect representation of one of the smaller members of the **Dragon Race**

501 Pond Dragon
502 Marsh Dragon
503 Cliff Dragon
504 Pet Dragon
505 Old World Dragon
506 Forest Dragon

Incredible value at £1.50 each

CALL OF CTHULHU RANGE

£1.50 each

201 Federal Agents
202 Hoodlums
203 Adventurers
204 Master Criminals
205 Investigators
206 Cops
207 Ghost and Horrible Companions
208 Undead
209 Ghouls
210 Mi-go and Serpentmen
211 Sand Dwellers
212 Deep Ones
213 Daredevils
214 Law Enforcers
215 Newshounds
216 Intrepid Sleuths
217 Monsters of Madness
218 Hound of Tindalos with Ghoul and Zombie
219 Winged Horrors
220 Dark Young of Shub-niggurath and Shoggoth
221 Cthonians
222 Nyarlathotep
223 Tsathoggua
224 Old One and Dimensional Shambler
225 Spawn of Cthulhu
226 Hunting Horror of Nyarlathotep
227 Great Race of Yith

PROTEUS No.6

The Fortress of Kruglach

by

Elizabeth C. Caldwell

The free poster in Issue 7, on sale July 18th will be "Alien Landscape", by Bob Fowke.

DICE and a pencil are all you need to begin this adventure – then *you* decide which route to take, which dangers to brave.

As you progress in your Quest, you are likely to encounter various traps, or face monsters. You will also get information, or find certain items which will be of help to you in your quest. You should record these in your *quest sheet* as well as keeping an account of how many rations you have left. As you use up rations, remember to cross them off in your *quest sheet.*

It is important that you build up a map of the way. You may not succeed at your first attempt, but each new journey will give you more information – until you are at last successful in your quest.

If you try to read the magazine in numerical order, it will make no sense. You must choose, when you are given the choice, which section to turn to, and which traps, puzzles, or monsters to face. Good luck!

The wealth of detail in this striking, surreal picture, and its depth and startling colours give it a life and reality of its own. You will believe it is a real country - strange, alien and forbidding.

The story in Issue 7 will be by David Brunskill. You will need all your wits about you to correctly solve the puzzles and avoid the deadly traps that lie between you and success in your Quest.

You will also have to be wary in your use of magic - Spell-casting can sap your Strength; and even the best Spell can occasionally backfire!

After your initial enounter in the town of Thorndrake, you will have to escape from your pursuers, before finally deciding whether or not you dare risk the unknown evils in the Temple Of Eternal Darkness. The Temple has windows - but no light can pass through. And somewhere, it holds a precious secret - the object of your quest.

ILLUSTRATIONS
FRONT COVER: Kenneth Smith
POSTER: Alan Craddock
INTERNAL ARTWORK: Dave De Leuw; Mark Dunn; Gary Harrod; Alan Hunter; John Pickering

Editor Mike Kenward
PA Pauline Mitchell
Assistant Editor David Brunskill
Assistant Editor/Production David Barrington

Editorial 6 Church Street, Wimborne, Dorset BH21 1JH. Tel: Wimborne (0202) 881749

Advertisement Manager Peter J. Mew, 4 Neasden Ave., Clacton-on-Sea, Essex CO16 7HG. Tel: Clacton (0255) 436471

SUBSCRIPTIONS

Annual subscription for delivery direct to any address in the UK: £4.50 (for six issues). Overseas: £8.50. Subscriptions can only start with the next available issue; for back issues see page 19. **Sorry No 1 is now sold out.** Please make cheques or postal orders payable to 'Proteus', and send them, together with your name and address in block capitals, to Wimborne Publishing Ltd., 6 Church Street, Wimborne, Dorset BH21 1JH.

ADVERTISEMENTS

Although the proprietors and staff of PROTEUS take reasonable precautions to protect the interests of readers by ensuring as far as practicable that advertisements are *bona fide,* the magazine and its Publishers cannot give any undertakings in respect of statements or claims made by advertisers, whether these advertisements are printed as part of the magazine, or are in the form of inserts.

The Publishers regret that under no circumstances will the magazine accept liability for non-receipt of goods ordered, or for late delivery, or for faults in manufacture. Legal remedies are available in respect of some of these circumstances, and readers who have complaints should address them to the advertiser or should consult a local trading standards office, or a Citizen's Advice Bureau, or their own solicitor.

© Wimborne Publishing Limited 1986. Copyright in all drawings and material published in Proteus is fully protected and reproductions or imitations in whole or part are expressly forbidden. Whilst every care is taken in preparing these games we cannot accept any responsibility for error. Published by Wimborne Publishing Limited, 6 Church Street, Wimborne, Dorset BH21 1JH. Printed in England by McCorquodale Magazines Ltd., Andover, Hants. Distributed by Seymour, 334 Brixton Road, London SW9 7AG. Sole Agents for Australia and New Zealand – Gordon and Gotch (Asia) Ltd.; South Africa – Central News Agency Ltd. Proteus is sold subject to the following conditions, namely that it shall not, without the written consent of the Publishers first having been given, be lent, resold, hired out or otherwise disposed of by way of Trade at more than the recommended selling price shown on the cover, and that it shall not be lent, resold, hired out or otherwise disposed of in a mutilated condition or in any unauthorised cover by way of Trade or affixed to or as part of any publication or advertising, literary or pictorial matter whatsoever.

Introduction

THIS is not a story about our modern world, but one of long ago, when strange creatures roamed the land, and Sorcerers possessed great power. As an adventurer, your Strength, Courage and Agility have brought you safely through many daunting quests in the past. And when you enter the fortress of Kruglach, you will need all these qualities. Below, you will discover – with a little luck – how swift, strong, and charmed you are.

You will need two dice, a pencil, and several sheets of paper. Use the pencil and paper to draw a map of your progress through the fortress. You may not succeed at the first attempt, and the map will be useful in future attempts.

There is a Quest Sheet opposite, for you to write down your scores for Dexterity, Strength and Fate/ Fortune, and to keep a note of your rations, secrets or Spells learnt, and items discovered. You may prefer, before you begin your adventure, to use the printed Quest Sheet simply as a model for the things you will need to take note of, or keep a record of, during your Quest. If you do this, you will obviously need another piece of paper to copy down the headings on the Quest Sheet.

Dexterity, Strength, and Fate/Fortune

Roll one dice. Add 6 to this number, and make a note of it on your Quest Sheet. This is your *Dexterity* score, and indicates your skill and mastery of swordsmanship.

Roll two dice. Add 12 to this number, and make a note of it on your Quest Sheet. This is your *Strength* score, and is a measure of your fitness and stamina.

Roll one dice. Add 6 to this number, and write it on your Quest Sheet. This is your *Fate/Fortune* score. During the game, you will sometimes be asked to test whether you have been fortunate, or whether Fate has dealt you a cruel blow. To do this, throw two dice, where instructed in the text. If the numbers on the dice add up to more than your Fate/Fortune score, Fate has been cruel to you. If however, the numbers add up to the same as, or less than your Fate/Fortune score, you have been fortunate. In each case, you will be told which section to turn to.

Your Strength and Dexterity ratings will probably change during the course of your adventure. You may lose Strength points in battle, for example, and then restore them by eating a meal. Your characteristics may also be affected by magical items, and, in such situations, you will be told how many points to add onto or deduct from your current ratings.

You must remember, however, that your Strength and Dexterity scores must never exceed their *Initial* values, as determined by the dice rolls at the start of any one adventure.

Rules for fighting

As you explore the fortress, you will encounter creatures which you may choose to engage in combat, or be forced to fight with for your life. Each creature will have its own Dexterity and Strength scores, given in the text. Make a note of these.

To resolve a battle:

1. Roll two dice, and add the creature's current Dexterity score. This is its *Fighting Power.*

2. Roll two dice, and add your own current Dexterity score. This is your *Fighting Power.*

3. If your *Fighting Power is* greater than the creature's, you have scored a blow and wounded it. Subtract two Strength points from its Strength score at that moment (unless told otherwise in the text). If the creature's *Fighting Power is* greater than yours in this round, it has wounded you. Subtract two points from your current Strength score. If both scores are the same, you have parried each other's blows, and neither of you loses any points.

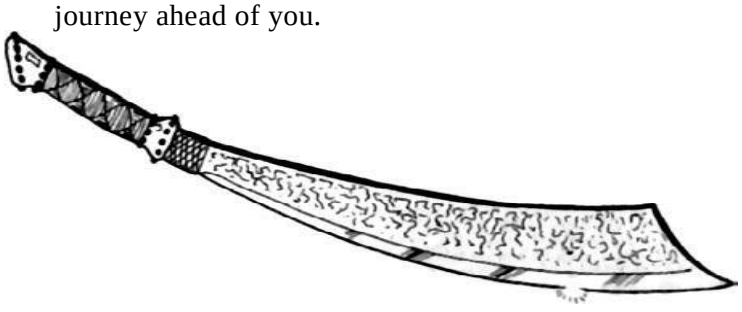
The next round in the battle is done in just the same way. You repeat steps 1, 2, and 3 above. When either your or the creature's Strength score is reduced to zero, the battle is over. A zero Strength score means death.

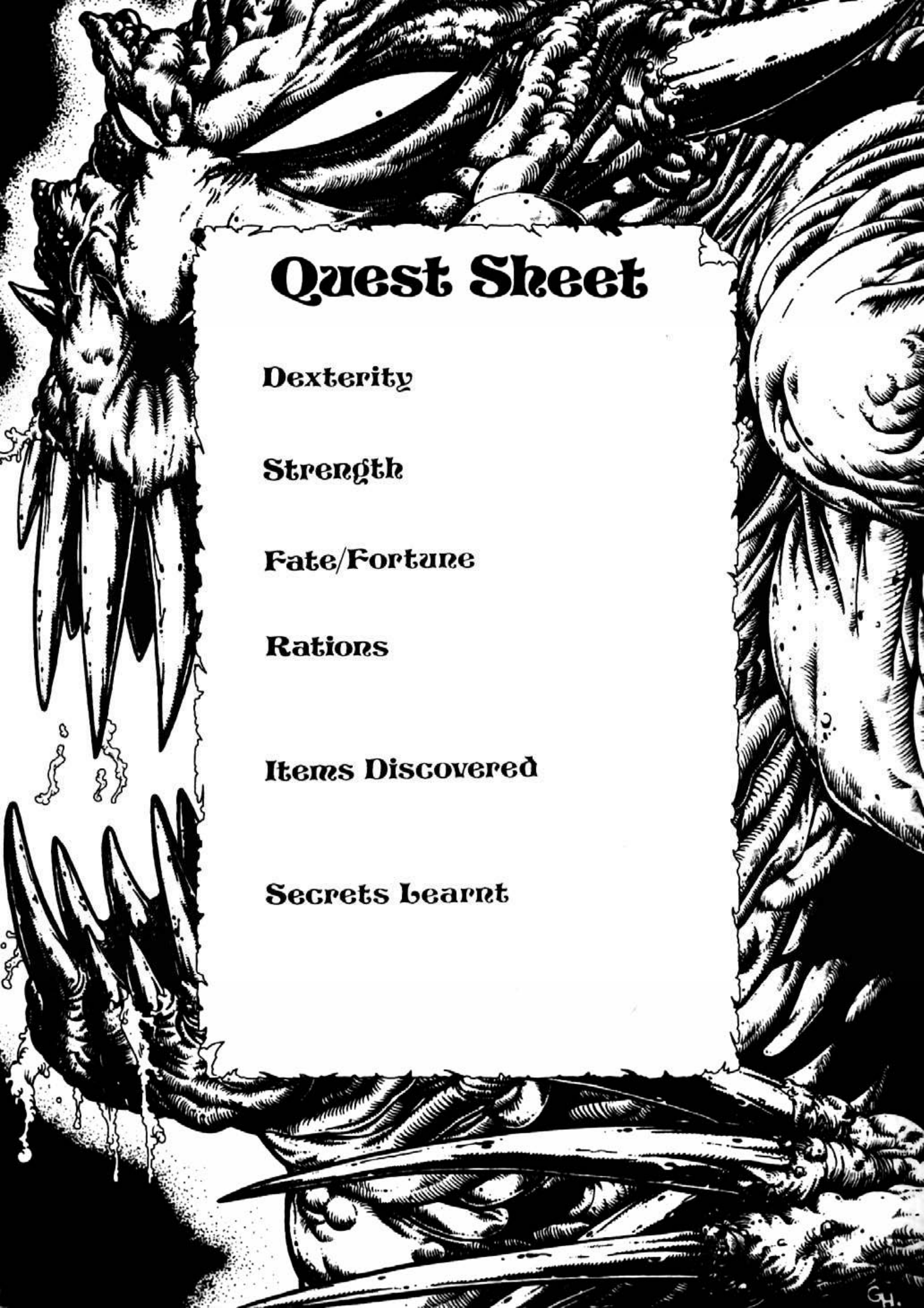
Losing and gaining points

In some sections, you will be awarded extra points. (For example, you may read "Gain three Strength points"). You add these to your current Strength score: but remember, these scores may never exceed their *Initial* values. When you lose points (for example, "Lose one Dexterity point and two Strength points"), you simply deduct these from your current scores.

Replenishing your Strength

You will shortly read about the beginning of your Quest, in which you will learn of the terrorised lives of the people of Arn Gate. Before leaving, you make up sufficient provisions for *five* meals. Make a note of this. Eating a meal restores five Strength points. When you stop for a meal – which you may do at any time, except during a battle – add five points to your current Strength score, and deduct one from the number of meals remaining to you. But remember to use your rations wisely: you have a long and hard journey ahead of you.





Quest Sheet

Dexterity

Strength

Fate/Fortune

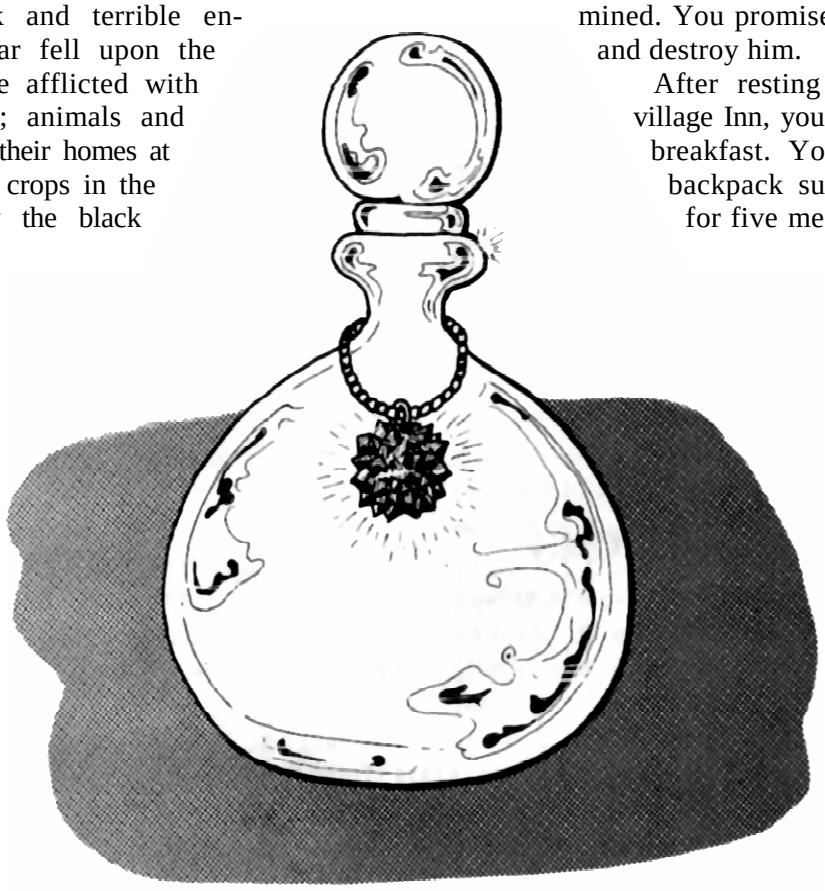
Rations

Items Discovered

Secrets Learnt

Your Quest Begins...

In the elder days, beyond the ancient forest of Regnad, the evil Sorcerer Kruglach built for himself a mighty fortress of stone. He retreated into this, to experiment with dark and terrible enchantments, and a fear fell upon the land. The people were afflicted with plague and pestilence; animals and children vanished from their homes at dead of night; and the crops in the fields were ruined by the black fungus that spread in the polluted air from Kruglach's towers.



After many dark years, Kruglach's evil influence abruptly ceased, and the people joyfully assumed him dead. But now, centuries later, in the village of Arn Gate on the edge of the forest, the people are dying from an unknown sickness, their crops are wilting, and their children disappearing. The surrounding villages, in fear, have banded together and offered a reward to anyone who would venture beyond the forest to seek the fortress of Kruglach and put an end to his evil.

Attracted by the reward, but also curious, you have journeyed to Arn Gate. The broadsheet, nailed to a tree, gave you little information, other than that the villagers were prepared to pay anyone who could free them. The people of Arn Gate have been able to tell you little, other than the ancient tales of Kruglach's evil, and the location of his fortress.

The reward for putting an end to Kruglach's reign – one hundred and fifty gold pieces – is hardly a fortune, but you live as much for the thrill of a challenge as financial reward. And the helpless looks in the villagers' eyes simply make you more determined. You promise to seek out Kruglach, and destroy him.

After resting for the night in the village Inn, you rise, exercise, and take breakfast. You stow away in your backpack sufficient food packages for five meals, and set off in good spirits, leaving with a brief wave to the assembled villagers.

Arn Gate is now far behind you, and for a day and part of the night you have been making your way across the meadows and through the forest of Regnad. Despite the obvious fears of the villagers, you have met no danger so far, and have eaten well from the roots, leaves and berries of magical life-enhancing plants.

But as you press deeper into the woods, making your way by the light of a rising moon, the twisting branches and tangled undergrowth begin to close in around you. You are overcome by an uneasy feeling of oppression, as if the forest is somehow aware of you, and you are not welcome. You stop for a moment and grip the handle of your sword, trying to banish the irrational fears that assault your senses. But there is no rustling of woodland animals in the undergrowth, and no owl hoots in the dark canopy of leaves above you. No gentle breeze stirs the unnatural stillness of the Regnad woods.

As you venture cautiously onwards, you begin to make out the dark shape of a turret beyond the trees – the fortress! A flicker of doubt crosses your mind. It would be easy to turn back now. You have been on many quests, and faced terrible danger, but never before has your heart fluttered as it does now. You remind yourself of your promise to the villagers: promises are not to be broken.

As fear and courage struggle within you, you glimpse a flicker of light in the trees not far ahead. Curiosity soon overcomes your doubts, and, drawing your sword, you stealthily make your way through the bracken and branches towards the source of the light.

At the edge of a small, roughly circular clearing, you crouch, and peer through the leaves. A heavy mist swirls round the clearing, but in the centre you can see a small wooden hut; and you can also now see the source of the light – flames dance eerily and silently from a small fire made from kindling and twigs. A chill passes through you as you realise that what you had taken to be a large stone, beside the fire, is in fact a human skull.

As you watch and wait, the air becomes steadily more oppressive. Your limbs are heavy and you have difficulty breathing. A sudden flash of lightning, followed almost immediately by an ear-splitting crack of thunder, turns the scene into bright daylight for an instant. Then all is deathly still again.

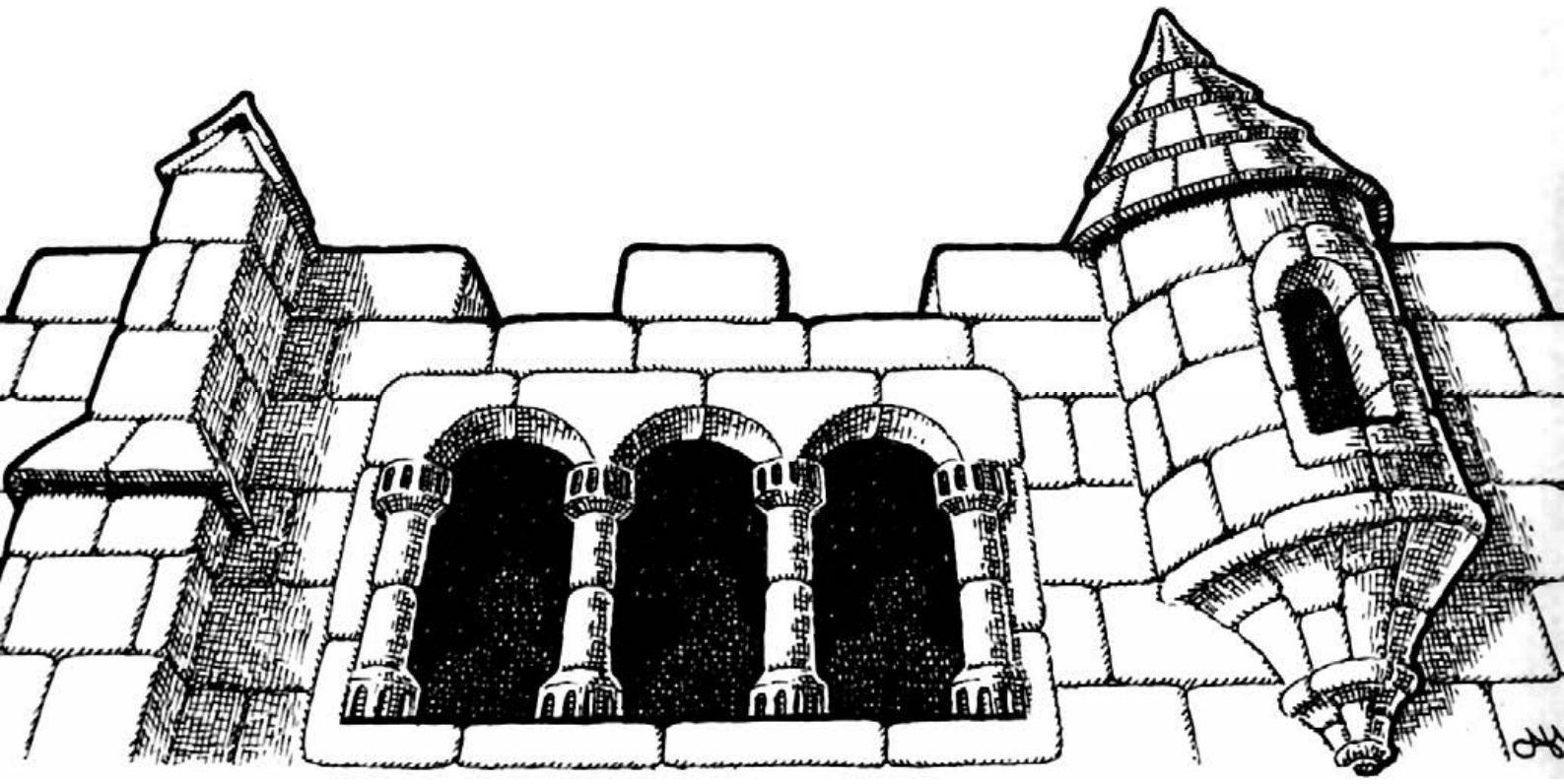
A second thunderclap, even more violent than before, knocks you to the ground. You tumble into the clearing, arms and legs flailing, and finally land in an undignified heap a few feet from the fire. The air is ice-cold, and you start to shiver uncontrollably; the fire, far from providing heat, seems to be drawing to itself what little warmth there was in the night air.

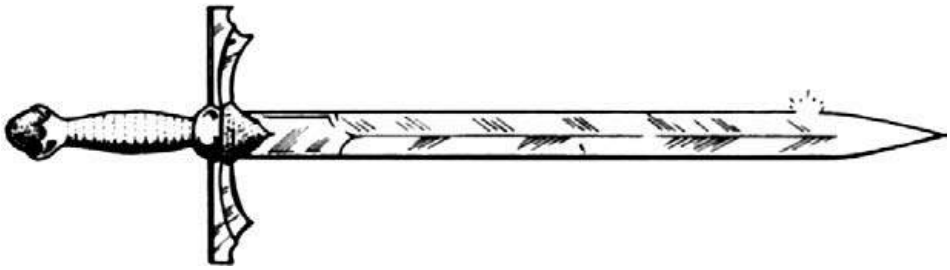
But now there is a new horror to contend with – squatting beyond the fire is a creature such as you have never encountered before. Its massive, rippling body is blood-red, and a ridge of spines runs down its back. The head grows straight out of its huge shoulders; where a neck might have been there are crumpled folds of flesh. Sharp, pointed ears, a broad flat nose, bulbous eyes and a gaping, fanged mouth make up the face.

It speaks, and its voice is a gurgling, rasping boom: “I am not of your dimensions or time,” you hear, “but I was known as Raaka Dihar, many centuries ago.”

You wait, saying nothing, and after a pause, Raaka Dihar continues: “It was I, all those centuries past, who imprisoned the soul of Kruglach in an enchanted crystal bottle, to put an end to his reign of chaos.

“Now,” booms Raaka Dihar in sudden fury,





"some ignorant fool has discovered the enchanted bottle, and released Kruglach's soul, so that his evil has begun anew. And since a mortal released the soul, so a mortal must recapture it. You believe yourself equal to this task?"
You can only nod in bewilderment.

"Very well then," grates Raaka Dihar. "When you enter the fortress and discover Kruglach, you will have to perform the Spell of Soul Capture. And I warn you, his lair within the fortress is well-guarded. However, should you succeed in fighting your way through to face him, you will need to possess certain items of power to enable you to cast the Spell. Three hairs from a Werewolf's tail, two teeth from a Cyclops, and the Eye of a Sorcerer are necessary, as is the receptacle into which his soul is to be imprisoned. Then say the words, 'Kruglach nothrog gethod', and the Spell will be cast.

"But beware – this Spell is one of the most powerful. You must also find the Horn of a Unicorn and a feather from the wing of a flying horse. With these protective talismans either side of you, it is safe to cast the Spell. Without them, you may find that it is your own soul that is imprisoned. Now go!"

You awake as from a trance, and slowly get to your feet. Raaka Dihar does not stir, and you walk round him, past the small but and into the woods beyond. Soon, Kruglach's fortress is in sight, due North, and, bearing in mind all that Raaka Dihar has told you, you make your way towards it.

Now read on....

1

As you approach the fortress, a foul smell of stagnant water assaults your nostrils, and you see that the black walls are surrounded by a moat. The water is covered with disgusting scum which occasionally ripples and bubbles, as though some huge creature were moving below. A rotting drawbridge crosses the moat, and leads to a large wooden door. Will you:

Dash across the drawbridge?	Turn to	**21**
Cross slowly, but with great care?	Turn to	**71**
Swim across, beneath the drawbridge?	Turn to	**54**

2

You dispose of the Goblin with one swift stroke of your sword and search his body, but find nothing of interest. You freeze as you hear more voices – it sounds as though a considerable number of additional GOBLIN GUARDS is approaching, and they are muttering about the entrance being left open.

There is a grating noise from below, and, realising the danger, you dash down the spiral staircase three steps at a time, and make a diving roll back out of the doorway, just as a heavy portcullis drops across the entrance.

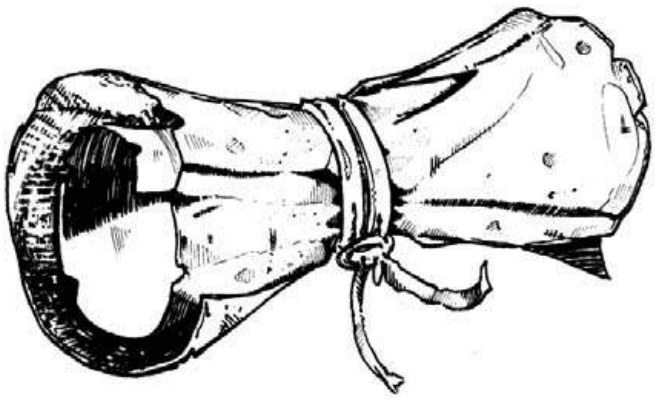
You hide in the shadows with bated breath, ready for action, but it seems as though you have not been seen. Will you now investigate:

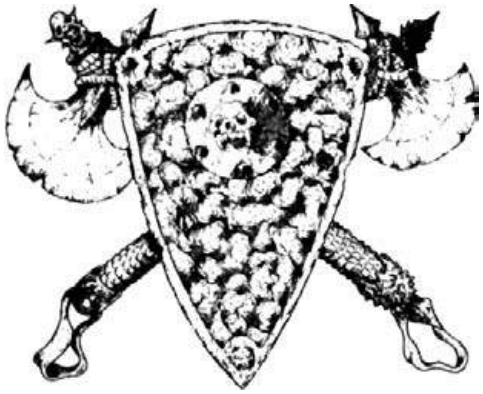
The well?	Turn to	**13**
The South-East tower?	Turn to	**23**
The door in the North wall?	Turn to	**74**

3

You stagger to your feet, and, head turned away, walk towards the horrendous scene. Eyes closed, you slowly push the door shut on the horror beyond. Will you now:

Open the casket?	Turn to	**133**
Leave?	Turn to	**81**





4

You wipe the bottle clean on your sleeve and see that it is made of crystal, with a silver stopper and silver runes inlaid in it. You are a little disappointed to see that it is empty, but on a chain around the neck of the bottle is a small slab of pure Rubidium. This legendary metal is fabled for its magical ability to open sealed objects.

The bottle itself is of fine workmanship, and must be of some value, so you put it in your backpack together with the Rubidium slab. Turn to **122**.

5

You throw the stone into the bowl, and it rolls around for a long time, before finally coming to rest on a segment marked with a snake symbol.

A plume of blue smoke begins to rise from the bowl, and slowly forms itself into a gigantic SERPENT. Its scales glisten in the torchlight as its forked tongues flickers, sensing your location, and it draws back its head, deadly fangs gleaming. You draw your sword for battle – turn to **114**.

6

	Dexterity	*Strength*
OGRE:	7	10

If you win, turn to **115**.

7

The tunnel heads Northwards for a short distance and then turns to the West. Shortly afterwards, it ends at a small door. Will you:

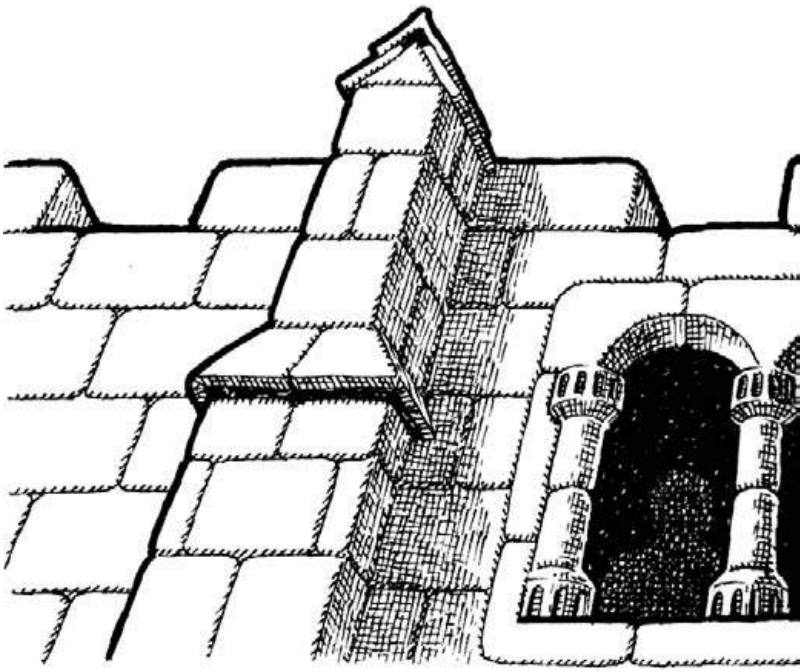
Go through the door? Turn to **109**

Go back East and South past the stairs? Turn to **119**

8

The walls are lined with shelves, but most are empty, and covered in dust and cobwebs. Only two shelves have anything of interest upon them. One holds a number of dusty scrolls, covered in indecipherable writing. The other has three old, leather-bound books resting on it. The books are entitled: 'Acid', 'Charms', and 'The Eye of the Sorcerer'.

If you have met a Goblin who has told you about the items needed for the Spell of Soul Capture, you may either: trust his words – turn to **41**. Or, alternatively, preferring to trust your own judgement, turn to **182**. If you have not met the goblin, turn to **117**.



9

You leave through the East door and enter an uneven rock-walled tunnel that leads Eastwards and then turns to the South. It comes to an end at a rusty iron door. On the wall by the side of the door is a hook, hanging from which is a large iron key, and set into the door is a panel. Turn to **150**.

10

You have no protection from Kruglach's evil magic. Your adventure ends here.

11

You manage to swim safely to the far side of the moat and drag yourself out of its slimy waters onto the bank by the door of the fortress.

12

The Goblin lies dead at your feet, its foul blood swiftly congealing. A quick check of his body reveals nothing of interest, and you are just considering what to do next when you hear more voices – it sounds as though a great deal more GOBLIN GUARDS are approaching, and you can hear them grumbling about the entrance being left open.

There is a grating noise from below, and, realising that the entrance is about to be sealed off, you race down the stairs and make a diving roll through the doorway, just as a heavy portcullis drops down.

You wait for a moment, holding your breath, your back pressed against the tower walls, but all is still again. It seems you have escaped detection so far, but you realise that the dead Goblin's body will be discovered at any moment, and you must move away from this tower quickly. Will you investigate:

The well?	Turn to	**13**
The South-East tower	Turn to	**23**
The door in the North wall	Turn to	**74**

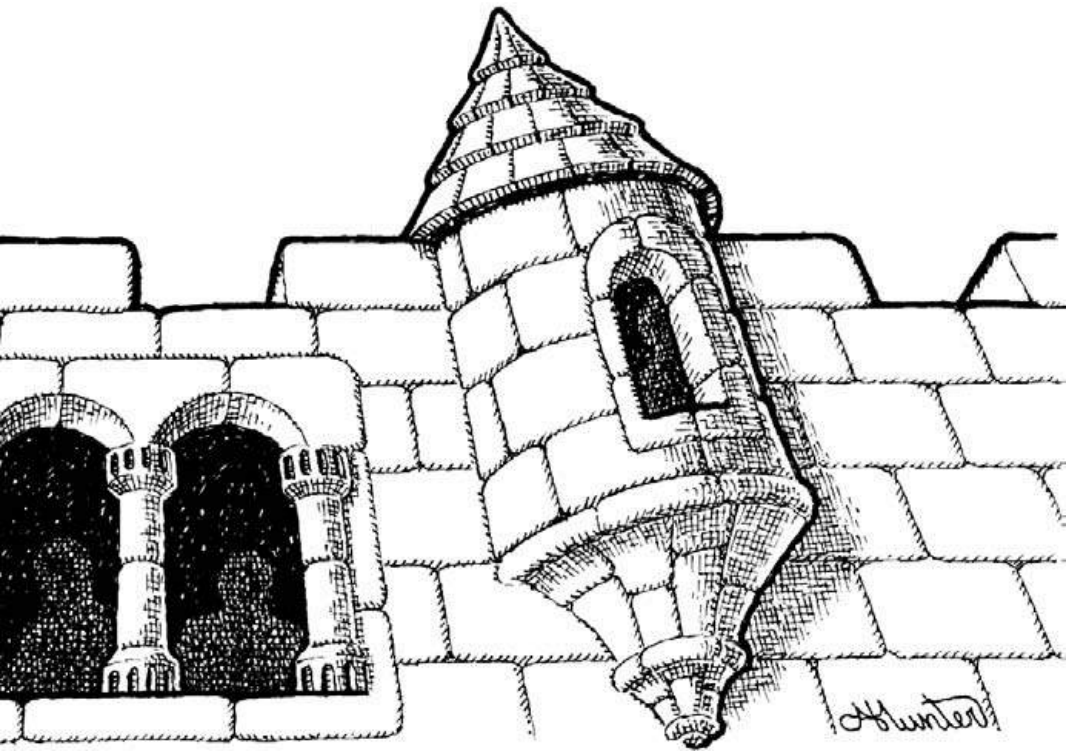
13

The well is made from the same grey stone that paves the courtyard. You peer inside and see it is about ten feet deep, with murky black water at the bottom. The inside of the well is coated with slimy moulds and fungi, and the smell is very unpleasant. Will you:

Throw a pebble into the well?	Turn to	**24**
Climb down into the well?	Turn to	**83**

14

The stone rolls around the dish, finally coming to rest in a black segment. Your legs shake and the room becomes hazy, as you struggle to keep your balance. Lose three Strength points, and, if you are still alive, you decide to get out quickly – turn to **44**.



19

Without all three ingredients, you cannot hope to perform the spell, and you have no alternative but to try to fight Kruglach with your sword – turn to **90**.

20

Desperately, you shout the word that had appeared so briefly before you on the page, and Kruglach's black fire dissolves into soot, and falls at your feet. Turn to **177**.

21

Taking a deep breath, you leap onto the drawbridge and run across it as fast as you can. Your lack of caution is a mistake, as the drawbridge collapses under you! – turn to **54**.

15

The book burns your hands badly, giving off choking black smoke, before you manage to drop it. Lose two Dexterity points, and turn to **128**.

16

If you wish to throw the stone into the black-and-white bowl, turn to **153**. If you would rather try your luck with the other bowl, turn to **84**.

17

You walk through the door into a small library. Turn to **8**.

18

You back slowly away from him, your sword point never wavering from his heart as you fumble for the keys. Realising your intention, the man's face twists into a lupine snarl, and his eyes glow hot and red. His muscles tense, ready to pounce, and although you are sure you have the advantage, you will have to fight. Turn to **179**.

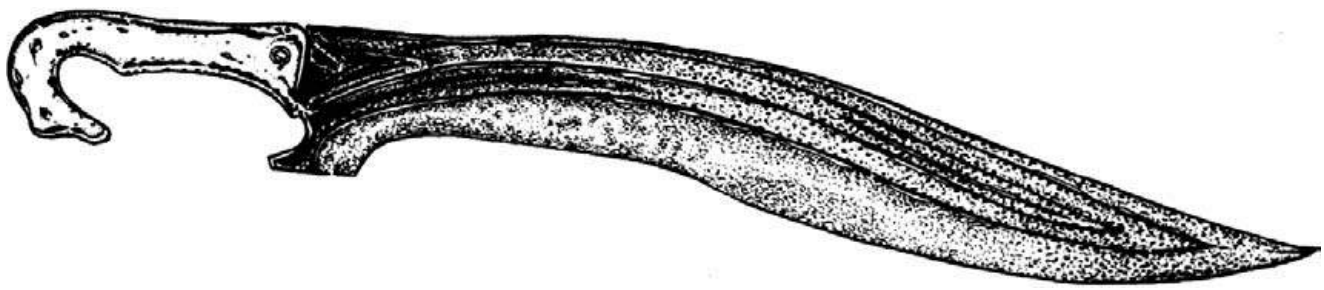
22

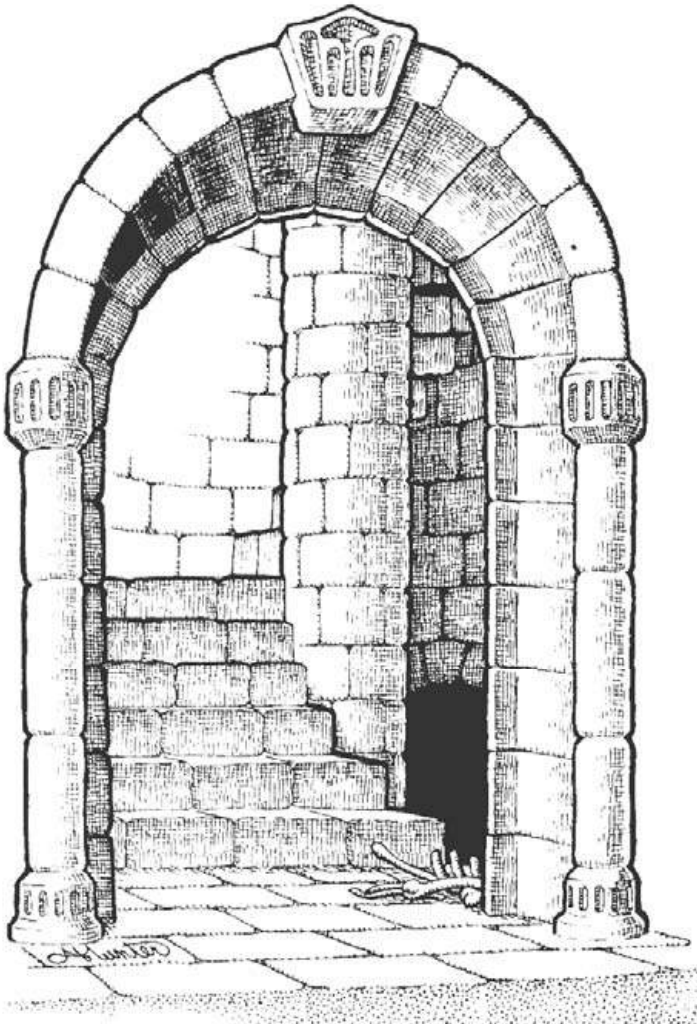
The casket has no keyhole, and you are unable to force it open. However, you notice that the front of the casket has a small square of Rubidium set into it, in which is an indentation. If you have a small slab of pure Rubidium, turn to **101**. If not, will you:

Smash the casket with your sword?	Turn to **161**
Try the door in the East wall?	Turn to **140**
Leave the tower?	Turn to **141**

23

There is a small door at the foot of the South-East look-out tower. It opens easily inwards and you see a narrow staircase spiralling upwards into the dark. Warily, you walk up the spiral staircase, until you step onto a small square landing, facing North. You walk forward onto the stone-flagged floor. On your right, in the East wall, is a door, and on your left is a small casket. Inscribed on the casket are some words which you cannot quite read. Will you go over and read the inscription? If so, turn to **113**. Or will you try the door in the East wall? If so, turn to **142**.





24

You pick up a pebble from the ground by the side of the well and drop it into the water. From the sound it makes, you gather that the water is not deep – a few inches, perhaps, and you climb down into the well – turn to **83**.

25

You go out through the door into a short, dark passage North that ends at another door. Will you:

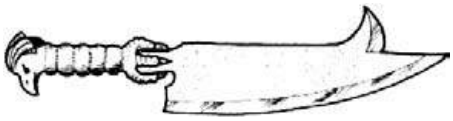
Open the door and go in? Turn to **163**
Listen at the door? Turn to **124**

26

You break open the cage, put it on the floor and the rabbits scamper out. Then the paper that lined the bottom of their cage catches your eye. It has some writing on it, and you take it out of the cage to examine it. You read:

"If werewolf takes the form of man,
Detect his guise you never can.
But when he's in his wolven shape,
Wolfsbane and silver his life take."

You read this through several times, then put it away in your backpack and leave through the East door – turn to **194**.



27

Even as you reach out, cautiously, towards it, the floor opens beneath your feet, and you fall badly to the ground twenty feet below. Lose six Strength points. You spend a few seconds mentally registering the fact that no bones seem to be broken, and then slowly stand and look around. You are in a small, dimly-lit cave, and even as your eyes adjust to the poor light, a great roar of anger alerts you to danger.

Bearing down on you is a giant of a man, with a single eye in his forehead. His face is half-covered by a mane of tangled hair, and he is wielding a spiked club. The CYCLOPS circles you, making angry grunting noises, swinging his club. You prepare for a fight – turn to **159**.

28

You lie down upon the cold, hard slab, and reach up to draw the glass helmet down over your head. Immediately, your head is surrounded by flashes of vividly coloured light, and a loud buzzing sound assaults your ears. Panic surges through you, and you thrust the helmet away and jump off the table. The room spins crazily, and you clutch at your head until the dizziness passes, wondering what effect the device has had upon you. Roll one dice.

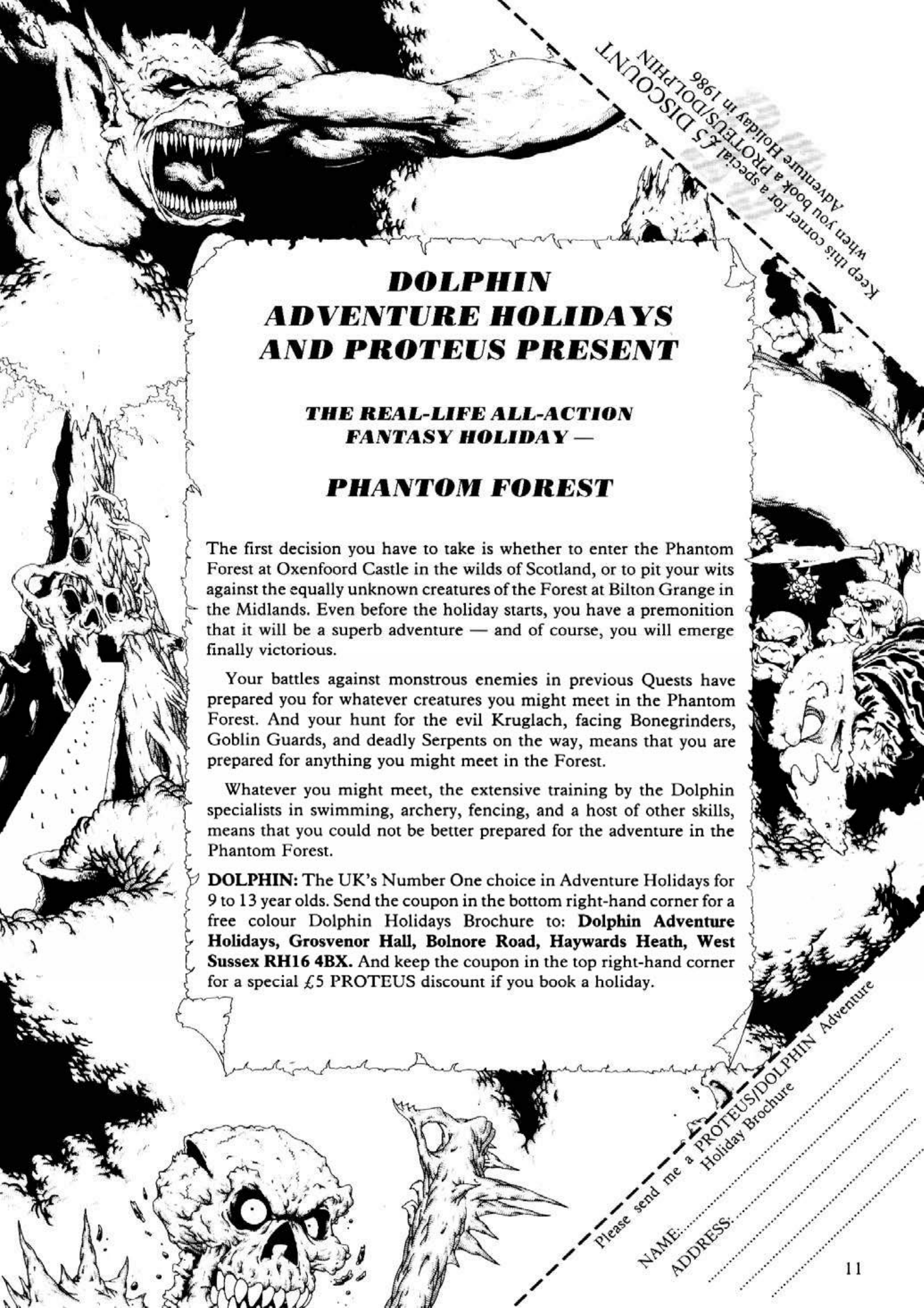
If you throw a 1, 2, or :3, turn to **105**. If you throw a 4, or 5, turn to **68**. If you throw a 6, turn to **37**.

29

Do you have the two protective talismans? If so, turn to **116**. If not, turn to **120**.

30

You just manage to reach the jewel with the tips of your fingers and carefully draw your hand back to examine your prize. It appears to be some form of amulet, carved from a single, glittering black stone, with the symbol of a holy cross engraved upon it. You place the amulet in your backpack and walk down to the door in the South wall – turn to **69**.



DOLPHIN ADVENTURE HOLIDAYS AND PROTEUS PRESENT

THE REAL-LIFE ALL-ACTION FANTASY HOLIDAY —

PHANTOM FOREST

The first decision you have to take is whether to enter the Phantom Forest at Oxenfoord Castle in the wilds of Scotland, or to pit your wits against the equally unknown creatures of the Forest at Bilton Grange in the Midlands. Even before the holiday starts, you have a premonition that it will be a superb adventure — and of course, you will emerge finally victorious.

Your battles against monstrous enemies in previous Quests have prepared you for whatever creatures you might meet in the Phantom Forest. And your hunt for the evil Kruglach, facing Bonegrinders, Goblin Guards, and deadly Serpents on the way, means that you are prepared for anything you might meet in the Forest.

Whatever you might meet, the extensive training by the Dolphin specialists in swimming, archery, fencing, and a host of other skills, means that you could not be better prepared for the adventure in the Phantom Forest.

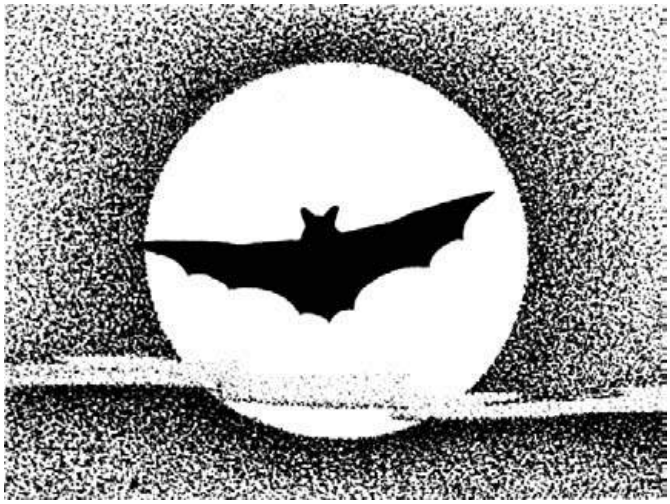
DOLPHIN: The UK's Number One choice in Adventure Holidays for 9 to 13 year olds. Send the coupon in the bottom right-hand corner for a free colour Dolphin Holidays Brochure to: **Dolphin Adventure Holidays, Grosvenor Hall, Bolnore Road, Haywards Heath, West Sussex RH16 4BX.** And keep the coupon in the top right-hand corner for a special £5 PROTEUS discount if you book a holiday.

Keep this corner for a special £5 DISCOUNT
when you book a PROTEUS/DOLPHIN
Adventure Holiday in 1986

Please send me a PROTEUS/DOLPHIN Adventure
Holiday Brochure

NAME:.....

ADDRESS:.....



31

You manage to retain your balance and proceed safely across to the door of the fortress – turn to **51**.

32

Trembling with fear, the Goblin tells you that he does not remember hearing of any protective talismans that may be found in this dark fortress. You prod a little deeper with your sword point to try to improve his memory, and with a little squeak of terror, he tells you that in the Great Hall of the fortress is an enchanted statue of a Unicorn, the horn of which is supposed to possess great powers against evil. You ask him where the Great Hall is and he points frantically to the North, trying to squirm away from your sword. You wonder whether he is lying – turn to **52**.

33

You smash the door open with a mighty kick, and fall, rolling, into the room. Sword drawn, you get to your feet and look around. You have time to register the fact that you are in a small room with a door in the North wall; the only piece of furniture is a low, oblong table.

A movement on your left catches your eye, and you swiftly turn to face a creature twice your height. From its huge, flat head protrude two coal-black eyes, and its tubular mouth is filled with broad teeth. It lumbers towards you on its powerful legs, making a hissing, grinding noise. The wide body is protected by a tough carapace, and you take up your fighting position as it reaches towards you with its four deadly arms. The upper two each end in vicious claws, like a giant crab's, while the lower two arms have huge flat slabs for hands.

This is a BONE-GRINDER, a creature that strips the flesh from its victims before eating their bones; although extremely strong, it is slow-moving, and you must use your agility to stay out of its clutches. Because of its enormous strength, deduct *four* Strength points from your score, rather than two, each time you lose a round in your battle. Successful blows from you will cause the monster two Strength points of damage, as usual. Now you must fight to the death.

	Dexterity	*Strength*
BONE-GRINDER:	7	16

If you win, turn to **190**.

34

You may now look at the book of 'Acid' – turn to **154**; 'The Eye of the Sorcerer' – turn to **95**; or, if you have looked at all the books you want to, turn to **135**.

35

	Dexterity	*Strength*
GARGOYLE:	9	12

If you win, turn to **196**.

36

You dispose of the man with one swift sweep of your sword, and then turn to investigate the South end of the passage – turn to **119**.

37

The helmet has made you temporarily invulnerable. The next three non-magical wounds inflicted upon you will do no damage – turn to **138**.

38

You raise your sword high above your head and bring it crashing down onto the casket – and there is a flash of black light.

Blinded, you stumble about the room. Throw two dice. If the score is the same as, or less than your Fate/Fortune score, turn to **121**. If it is greater, turn to **93**.

39

Holding the three ingredients cupped in your hands, you speak the words that Raaka Dihar told you of in the forest of Regnad: "Kruglach nothrog gethod." For a breathless moment there is absolute silence, and the air in the tiny cave is filled with a stifling quiet. Even the two red flames cease their flickering dance and hold steady as if frozen in time.

Then you hear a distant moaning sound that gets louder and louder until it erupts into the cave with a deafening roar, accompanied by a mighty wind that slams you against the cold rock wall. You see Kruglach stagger in a whirl of black robes and then drop to the dark, icy floor. The red flickering stars spin crazily, and you close your eyes and press your hands to your ears in an attempt to block out this assault on your senses.

Then abruptly, everything stops: the howling roar ceases, the air is still and the floor is stable beneath your feet – turn to **200**.

40

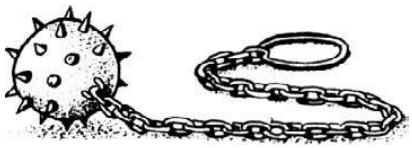
You cross the courtyard with great care, keeping in the shadows, until you reach the foot of the South-West tower. There is a small doorway in the base, but it is blocked by a heavy portcullis, and try as you might, you cannot move it.

There is a slow murmuring from above: it sounds as though this tower is occupied by a number of guards. Cautiously you back away. Will you now examine:

The well? Turn to **13**
The door in the North wall? Turn to **74**

41

You remember what the Goblin told you about the location of the Eye of the Sorcerer, so you look at this book first – turn to **95**.



42

As you venture cautiously up the stairs, your sword at the ready, you see a glimmer of light above you. At length, you emerge out onto the top of the look-out tower and are surprised to see an ugly little Goblin Guard fast asleep at his post. The rumbling sound you heard was his snoring! So this is why your entry into the fortress went unnoticed! Will you:

Kill the Guard as he sleeps? Turn to **2**
Wake him up with a gentle prod of your sword to question him? Turn to **112**

43

There is a doorway at the foot of the tower, and you open it warily to see a narrow staircase spiralling upwards. You walk up and step into a small, square landing, facing North. Walking forwards onto the stone-flagged floor, you see that there is a small casket on your left, and a door in the East wall. Otherwise the room appears to be empty. There are some words inscribed on the lid of the casket, but you cannot quite make them out. Will you go over and read the inscription? If so, turn to **118**. If you wish to open the door in the East wall instead, turn to **140**.

44

The only other door out of the room is in the North wall, and you cautiously try it – turn to **25**.

45

There is one other door out of the room, in the North wall and you have no choice but to go that way – turn to **85**.

46

You go back East and soon find yourself at the T-junction, but you ignore the way South that leads back to the courtyard, and continue Eastwards – turn to **176**.

47

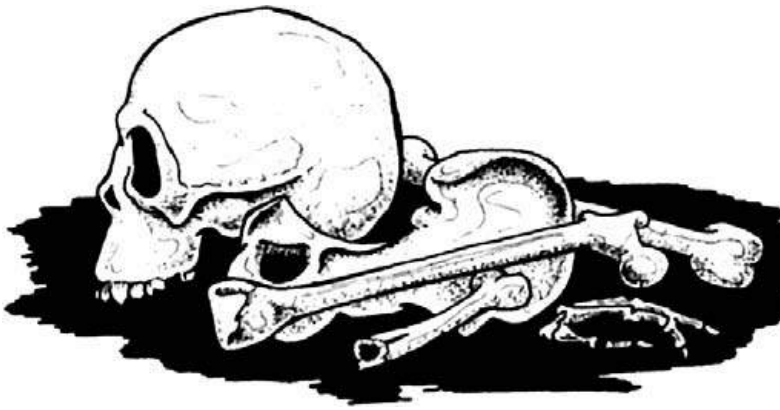
You manage to creep up to the sleeping figure without disturbing him. Will you:

Kill him as he sleeps?	Turn to	**36**
Wake him up and question him?	Turn to	**97**

48

Eyes closed tightly, you slowly get to your feet and push the door shut on the terrible scenes beyond; gradually the air becomes still again, and you consider what to do. Will you:

Open the casket?	Turn to	**22**
Leave the tower?	Turn to	**141**



49

A brief, secret smile escapes Teel's lips as you agree to let him accompany you. A flicker of doubt crosses your mind, but you tell yourself that he is unarmed and weakened from imprisonment, that you have a strong sword and will remain constantly on your guard. You leave together to investigate the South end of the passage – turn to **119**.

50

As you approach, you hear low voices complaining about being on watch again. This tower is obviously well-guarded, and you move forward with caution.

There is a doorway in the base of the tower, but it is blocked by a heavy portcullis. Your efforts to lift the portcullis, while keeping as quiet as you can, are in vain, and, frustrated, you look about the courtyard again. Will you now investigate:

The South-East tower?	Turn to	**43**
The door in the North wall?	Turn to	**74**

51

The door is huge, made of dark oak with thick iron bands across it. It has a large, iron ring for a handle. On each side of the door, gnarled ivy and damp moss cover the black stone walls. You try the handle – turn to **171**.

52

Will you now kill the Goblin outright? If so, turn to **2**; or, disliking the idea of cold-blooded murder, let him draw his sword and hope to defeat him in a fair fight? – turn to **92**.

53

You slip, and the slime-covered rope slides through your fingers like a wet snake. You land in an undignified heap in the sludge at the bottom of the well. The water on the surface was only a few inches deep, but it concealed about a foot of mud and rotting vegetation. This sludge, however unpleasant, has broken your fall and it is only your pride that is injured – turn to **63**.

54

You plunge into the foul water, which is thick with scum, and icy cold. Once over the initial shock, you begin to swim towards the far bank and the fortress door. Suddenly, you feel something in the water brush against your leg and then a cold tentacle wraps itself around your ankle, dragging you under! You struggle frantically and manage to break free, gasping for air as you break the surface. A slimy, green domed head with one unblinking eye rises up out of the water before you! Will you:

Make a break for it and try to swim to the shore? Turn to **61**
Fight the Moat Monster? Turn to **91**

55

Carved into the pool wall beside the plaque is a faded inscription which reads: "To release the hand, speak the name of the weapon that lies hidden in Thors words." You puzzle over this for some time, realising it must be an anagram of some kind. Can you solve the anagram?

If so Turn to **149**
If not Turn to **160**

56

As you approach the throne, you see that it has two buttons embedded into the right armrest. One button is black and the other is white. Will you press:

The white button? Turn to **187**
The black button? Turn to **127**

57

The door is locked, so you take the large, iron key from the hook and find it fits the lock perfectly. You turn it to the left and, with a loud clunk, the door swings open – turn to **172**.

58

Without the magical container in which Kruglach's soul can be imprisoned, you cannot perform the Spell of Soul Capture. You have no alternative but to try to fight Kruglach with your sword – turn to **90**.

59

Will you:

Lie down on the table and place the helmet over your head? Turn to **28**
Examine the bookshelf? Turn to **167**
Leave the lab? Turn to **158**

60

You stretch over the edge of the pool and reach out to take the jewel from the hand. Throw two dice. If the numbers on both dice add up to the same as or less than your Fate/Fortune Score, turn to **30**. If they add up to more than your Fate/Fortune Score, turn to **80**.

61

Throw two dice. If the numbers on both dice add up to the same as or less than your Fate/Fortune Score, turn to **11**. If they add up to more than your Fate/Fortune Score, turn to **111**.

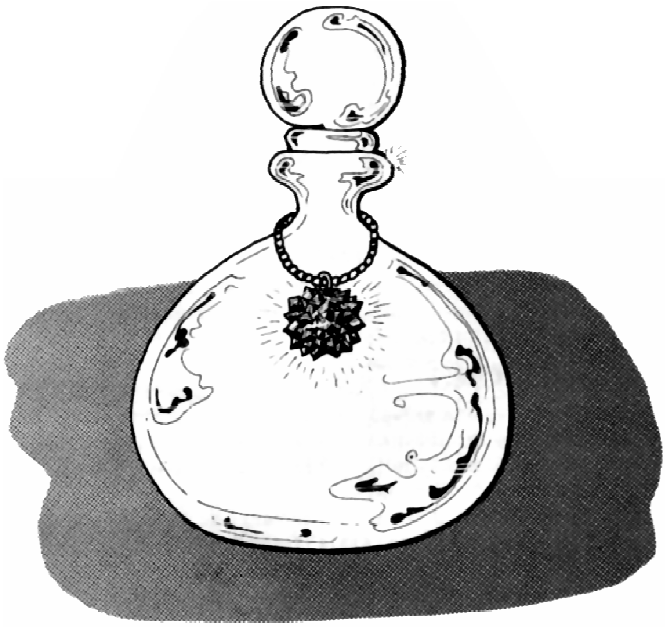
62

Trembling with fear, the Goblin tells you that Kruglach spends nearly all of his time in the maze of dungeons underneath the fortress. The entrance to the dungeons is down a hidden staircase in the store room. You ask him where the store room is and he points frantically to the North, trying to squirm away from your sword. You step back from the cowering Goblin, wondering whether to believe him. Turn to **52**.

63

Your disturbance of the mud causes a rush of tiny bubbles up to the surface; and then, slowly, a small bottle, covered in grime and rotting leaves emerges. Will you:

Examine the bottle? Turn to **4**
Leave the strange bottle alone and climb out of the well? Turn to **122**



64

A mist rises from the pages, and forms into a fearsome face. Your fear recedes as you recognise the features of Raaka Dihar. The illusion speaks:

"The Demons of the Underworld have not only names, but numbers," grates the familiar other-world voice. "The number of Kruglach is not, as many believe, 79. The evil number must be added to this, and then the sum doubled; this is Kruglach's number. Knowing his number, you will learn a sacred word which will afford you some protection against Kruglach's evil, and aid you in capturing his soul." When you have worked out Kruglach's number, turn to the section which has the same number. If you cannot work it out, turn to **75**.

65

With an agonised shriek of protesting hinges, the trapdoor opens up and over, to reveal a wooden staircase descending into the darkness. It is unlikely that you will find Kruglach on this upper level of the fortress, which has obviously been little used. So, after taking a torch from the store room wall, you descend into the blackness – turn to **156**.

66

Will you examine:

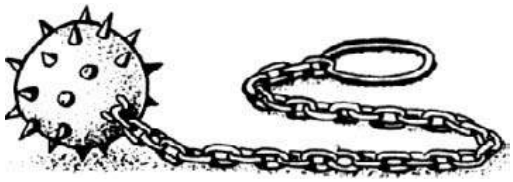
The throne?	Turn to	**56**
The statue of the Unicorn?	Turn to	**145**
The statue of the humanoid?	Turn to	**195**
Or will you leave the Hall?	Turn to	**178**

67

As quietly as you can, you take the keys from the hook and insert one into the lock. The door swings silently open, and you advance towards the sleeping man, your sword in your hand. Throw two dice.

If the numbers on both dice add up to the same as or less than your Fate/Fortune Score, turn to **47**.

If they add up to more than your Fate/Fortune Score, turn to **137**.



68

The helmet has decreased your Dexterity by one point – turn to **138**.

69

The South door out of the cavern is huge and dark, and there is something strangely foreboding about its utter blackness. It reflects no light, and looks more like a gateway into oblivion than any solid door of earthly material. Will you:

Open the door?	Turn to	**152**
Go back to the lab and leave through the East door there?	Turn to	**9**

70

Instantly, the Unicorn gives a gentle sigh and crumbles silently into a fine, white dust. Only its horn remains intact. You are filled with almost overwhelming sadness, but hope gradually returns as you realise that you have gained the talisman of the Unicorn horn, and you pick it up and put it into your backpack. You decide that you had better leave quickly – turn to **178**.

71

You proceed very carefully across the drawbridge, testing each rotten plank with your foot before putting your full weight on it. You are almost across when the plank before you suddenly gives way and you struggle frantically to keep your balance. Throw two dice.

If the numbers on both dice add up to the same as or less than your Fate/Fortune Score, turn to **31**.

If they add up to more than your Fate/Fortune Score, turn to **54**.

72

Lose three Strength points as, slowly, the room comes back into focus, and you can see clearly again. If you are still alive, will you:

Leave the tower?	Turn to	**141**
Try the door in the East wall of the tower?	Turn to	**140**

73

You prise open the creature's mouth and extract two yellow teeth, reeling at the foul stench of its breath. There is an iron door in the South wall of the cave. You go through into another tunnel, which heads South, then West and leads you to a large black door. There is something foreboding about its utter blackness. It reflects no light and looks more like a gateway into oblivion than any solid door of earthly material. You came here to find Kruglach, and he is surely not far beyond this door. Holding your sword before you, you reach out to open the door – turn to **152**.

74

The door opens easily inwards, and you look beyond it into a narrow passage North, dimly lit by flickering torches. Turn to **103**.

75

You puzzle over this for some time, until, unable to work it out, you sigh and replace the book. Turn to **34**.

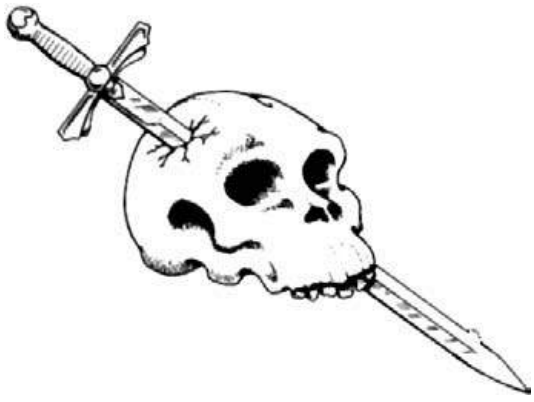
76

You begin to investigate the sacks and other rubbish – then freeze as you hear, faintly at first, but then more steadily, a grunting, crunching sound.

Slowly, the source of the noise becomes apparent, as into view stumbles a lumbering THUNDER-GRUNT. Its massive feet give it great stability, and its long arms, ending in spiked talons, whistle through the air as it strikes at you. The massive, low-domed head carries a mouthful of needle-sharp teeth, and you realise that you must get in a swift, accurate sword-thrust. If you throw two sixes together when calculating your Fighting Power, turn to **125**. Otherwise, you fight to the death as normal.

	Dexterity	*Strength*
THUNDERGRUNT:	9	16

If you win, turn to **175**.



77

Holding out the amulet, you call out the protective word that had appeared so briefly before you upon the page, and Kruglach's black fire falls as ashes at your feet. Turn to **177**.

78

"You should not so lightly reject an offer of aid," he snarls, and he leaps past you to vanish through the door you entered by. You shrug your shoulders, mildly surprised at his reaction, and then turn to investigate the South end of the passage – turn to **119**.

79

You take the golden rope from your backpack and, with a quick prayer to any Gods that might be listening, you whirl the rope above your head and then swing it out towards the Cyclops. Throw two dice.

If the numbers on both dice add up to the same as, or less than your Dexterity score, turn to **99**.

If they add up to more than your Dexterity score, turn to **147**.

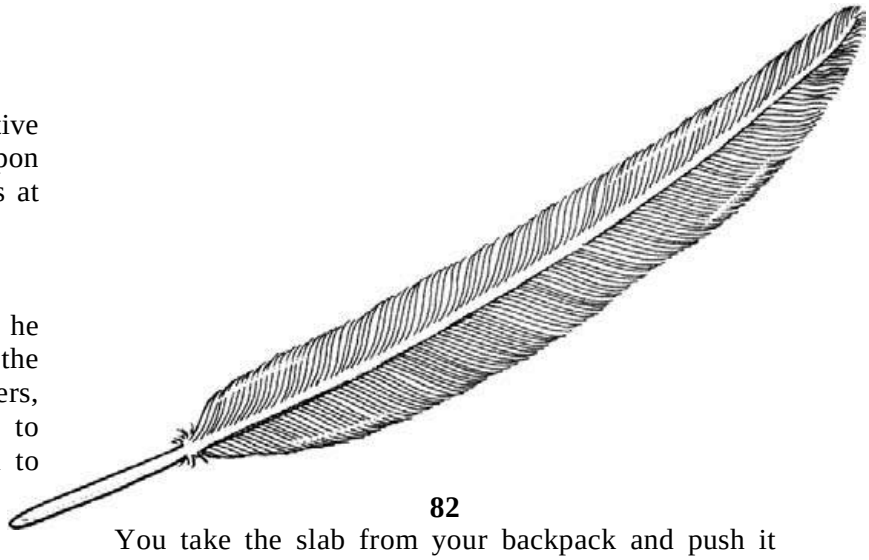
80

As you strain to reach the jewel, you lean too far, and tip head first into the black pool! The liquid in the pool is acid and your hands and face feel afire. Roll one dice and lose that many Strength points. If you are still alive, you climb, shaking, out of the pool, and decide you had better leave the jewel and go down to the door in the South wall. Turn to **69**.

81

You walk down the spiral staircase, and back out into the courtyard, keeping a watchful eye. Will you now:

Examine the well?	Turn to	**13**
Investigate the South-West tower?	Turn to	**40**
Leave by the door in the North wall?	Turn to	**74**



82

You take the slab from your backpack and push it into the indentation. There is a slow, steady pulsing of light, until gradually the whole of the casket glows blood-red.

As you shield your eyes, the light fades. Your slab of Rubidium has welded itself into the front of the casket, and is irretrievable. But slowly the lid rises, revealing a single, gossamer-soft white feather. Tentatively, you reach out for the feather of the mythical flying horse, and place it with great care in your backpack. The lid of the casket silently closes again, and locks, but you have one of the protective talismans! Will you now:

Leave?	Turn to	**81**
Try the door in the East wall of the tower?	Turn to	**142**

83

Using the rope from your backpack, you lower yourself into the well. The slime of the wall makes your descent very tricky, as it clings to the rope and to your clothing when you brush against it. Throw two dice.

If the numbers on both dice add up to the same as or less than your Fate/Fortune Score, turn to **88**.

If they add up to more than your Fate/Fortune Score, turn to **53**.

84

Throw one dice. If you score 1, 3 or 5, turn to **5**. If you score 2, 4 or 6, turn to **134**.

85

You go through the North door into a short corridor that heads North, then East and ends at another door. You cautiously open the door and step through into the room beyond – turn to **189**.

86

You arrive back at the junction and this time continue West – turn to **162**.

87

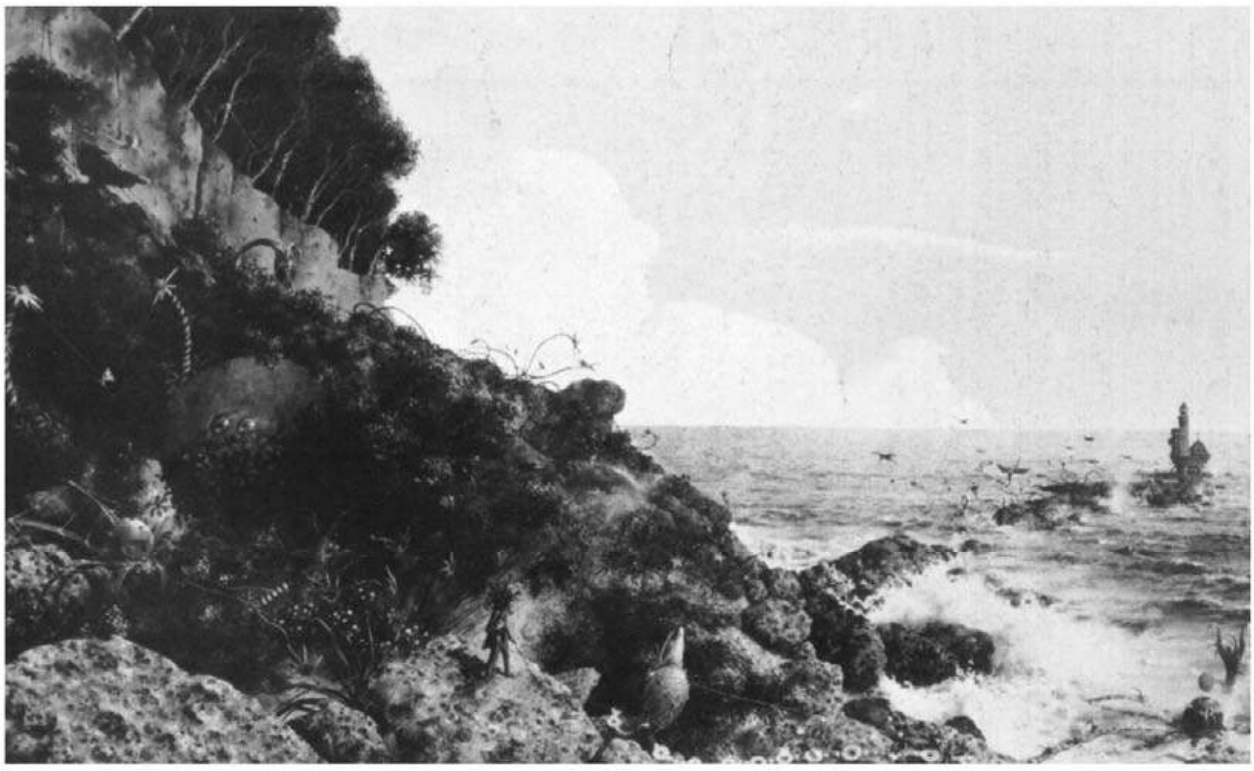
There are two other doors out of the Hall, in the South and North walls. You decide against going South, as you realise it will take you back to the courtyard, so you leave through the North door – turn to **186**.

WATCH OUT FOR

PROTEUS No.7

Another Complete Fantasy Adventure Game

Another FREE poster



More PROTEUS PERILS TO BRAVE

On sale Friday July 18

PROTEUS

ALAN

A Hunter

88

With great care, you lower yourself to the bottom of the well, and, tentatively, dip your boot into the murky water. It is only a few inches deep and from what you can gather, the ground underneath is firm. You put more weight onto your foot, and to your dismay you sink up to your knee into a foul sludge of mud and rotting vegetation, hidden under the surface – turn to **63**.

89

You go through the door into a huge room, which you realise was probably once the Great Hall of the Fortress. A large, long table stands before you with eight chairs drawn up along each side, and one larger, more ornate chair at its head. At the North end of the room, upon a raised platform, is a beautiful throne, carved of rich, deep golden wood. On either side of the throne stand two unusual statues. The one to the West is of an ugly humanoid, with a long pointed tail and horrifically twisted features. In contrast, the one to the East is of a prancing, white unicorn – strikingly beautiful compared to the deformed creature opposite it.

Everything is covered in dust and fine cobwebs, and apparently has not been touched for many years. Three doors lead out of the Great Hall: one in the North wall, one in the West and another in the South.

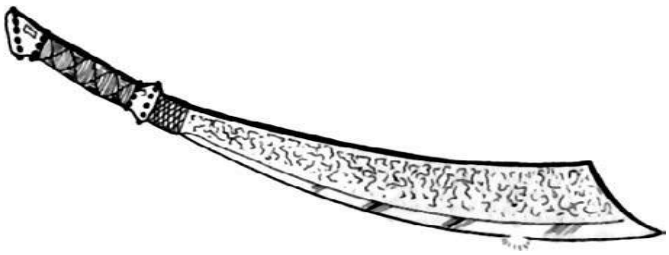
Have you asked a Goblin about the location of one of the protective talismans?

If so — Turn to **165**
If not — Turn to **66**

90

As you raise up your blade before Kruglach, he throws back his head and laughs – a dark, liquid sound that would cause the stoutest of hearts to quail. You lick your dry lips, and grip your sword tightly with both hands. Your quest may end here, but you will not give up without a fight.

"You mortal fool," Kruglach sneers. "You cannot touch me with that earthly blade!" Then before you have a chance to strike, he raises his hands and black flame shoots forth to engulf you! Do you have a black amulet with the symbol of a cross, or have you learnt the number of Kruglach? If so, turn to **110**. If not – turn to **10**.



91

Lose one Dexterity point for the duration of this battle, since you are fighting at a disadvantage in the water.

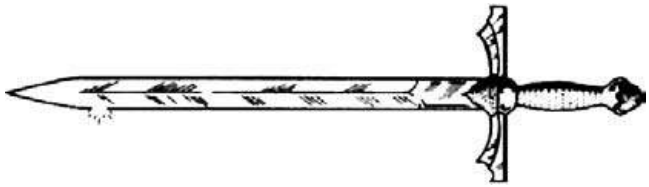
	Dexterity	*Strength*
MOAT MONSTER:	8	14

If you throw a 6 when calculating your *Fighting Strength* in this battle, turn to **131**. If you win without throwing a 6, turn to **11**.

92

	Dexterity	*Strength*
GOBLIN GUARD:	9	6

If you win, turn to **12**.



93

Stumbling blindly about the room, you fall heavily, get up, and then step forward into thin air! You crash back down the spiral staircase, each step cutting into your body, until you fall in a heap at the foot of the stairs – your sword still firmly clenched in your fist. Lose five Strength points.

Slowly, your senses return, and you look warily about the courtyard, but can see no immediate danger. Will you now:

Examine the well? — Turn to **13**
Leave by the North door? — Turn to **74**
Investigate the South-West tower? — Turn to **40**

94

You move cautiously across to the tower, keeping in the shadows. You can make out a doorway in the base of the tower, but it is sealed off by a heavy portcullis. Beyond that is what looks like a spiral staircase leading up to the top of the tower.

You try in vain to lift the portcullis, and then freeze – you can hear several voices. You glimpse a number of GOBLIN GUARDS coming down the spiral staircase – the noise you made must have disturbed them. Swiftly, you dash towards the door in the North wall, trying to keep in the shadows – turn to **74**.

95

As you open the book, a strange prickling like pins and needles tingles through your fingers, and you sense that great magic is here. The pages of the book are blank, but the middle of every page has had a circle cut out of it, making a hollow nest in the centre of the book. Sitting in this, partially wrapped in a piece of old cloth, is a circular golden amulet with the image of a single eye engraved upon it: The Eye of the Sorcerer! This is one of the items you need for the Spell of Soul Capture and, pleased with your find, you put it carefully into your backpack – turn to **135**.

96

You climb through the hole into a tiny passage, which is just big enough for you to crawl in. You have only gone a few feet, when the passage ends at another wall. You methodically press each stone block until you find the hidden trigger that opens the door at this end. As you scramble out of the hole, the wall slides back into place, leaving no indication that the passage ever existed – turn to **194**.

97

You prod the man gently with the tip of your sword, till he reluctantly awakes and turns to face you. When he realises that you are not his jailer, he slowly sits up and smiles, revealing gleaming white teeth. There is a long silence.

"Well, are you going to kill me or set me free?" he asks at length, glancing at your sword.

You ask him who he is and how he came to be locked in this cage, and he tells you he is an adventurer called Teel, who was captured and imprisoned by Goblins, many months ago. He asks if he can accompany you out of the fortress, and it is obvious he bears little love for Kruglach. Will you:

Let him come with you?	Turn to	**49**
Free him, but tell him that you do not trust him to accompany you?	Turn to	**78**
Lock him back up in his cell?	Turn to	**18**

98

You peer through the tiny barred window behind the panel, and see a small dark cave beyond. There is hardly any light, but you can just make out the figure of a huge man slumped in a corner, gnawing on a bone. Could this be the Cyclops? If so, you need two of its teeth for the Spell of Soul Capture! Gripping your sword tightly, you take a deep breath and try to open the door – turn to **57**.

99

The rope shimmers in the torchlight like a golden serpent, and then falls gracefully down over the Cyclops' head. At once, a glazed expression clouds the creature's eye, and he sinks to the floor to sit motionless at your feet – turn to **73**.

100

After removing the hairs, you leave the cage and investigate the South end of the passage – turn to **119**.

101

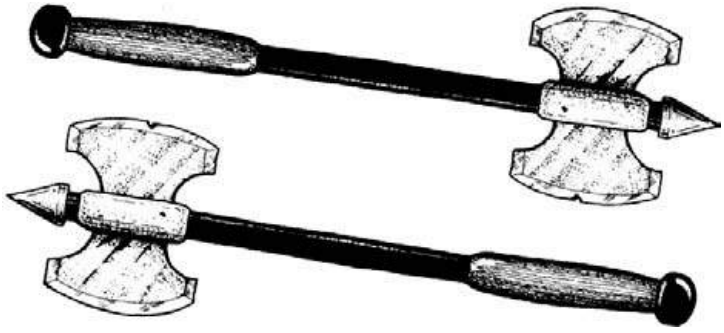
You take the small slab of Rubidium from your backpack and press it cautiously into the indentation. At once, the whole casket begins to glow, the glow increasing in intensity until you have to shield your eyes against the blood-red light.

Gradually, the light fades, and as it does, the lid of the casket opens. Your slab of Rubidium has welded itself permanently into the indentation but inside is a single white feather, as light as air and soft as silk. You take it out, and place it reverently in your backpack, as the lid silently closes and locks again – you have one of the protective talismans! Will you now:

Try the East door?	Turn to	**140**
Leave the tower?	Turn to	**141**

102

Trembling with fear, the Goblin tells you that he knows little of such matters, but he has heard that somewhere in the fortress is a magic Amulet that lends great power to the working of enchantments. The Amulet is known as The Eye of the Sorcerer, and he suspects that it is hidden somewhere in Kruglach's library. Further, he has heard talk of an *"evil number"*, the number 13. You ask him where the library is, and he points frantically to the North, trying to squirm away from your sword. You step back thoughtfully, wondering whether to believe him – turn to **52**.



103

The passage goes North for a short while and then ends at a T-junction. Will you go:

East? Turn to **176**

Or West? Turn to **162**

104

The SERPENT has scored a direct hit with its deadly poisonous fangs. You feel your Strength begin to drain away as it coils around you in a crushing grip. Your adventure ends here.

105

The helmet has increased your Strength by three points. Turn to **138**.

106

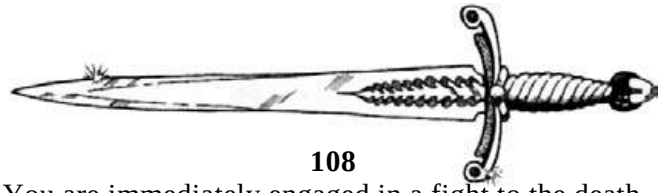
You go through the East door out of the library into a short passage. It leads Eastwards until it comes to an end at a large, black wooden door. Will you:

Open the door? Turn to **89**

Go back to the library and through the North door there? Turn to **85**

107

Turn to **27**.



108

You are immediately engaged in a fight to the death.

	Dexterity	*Strength*
WEREWOLF:	8	10

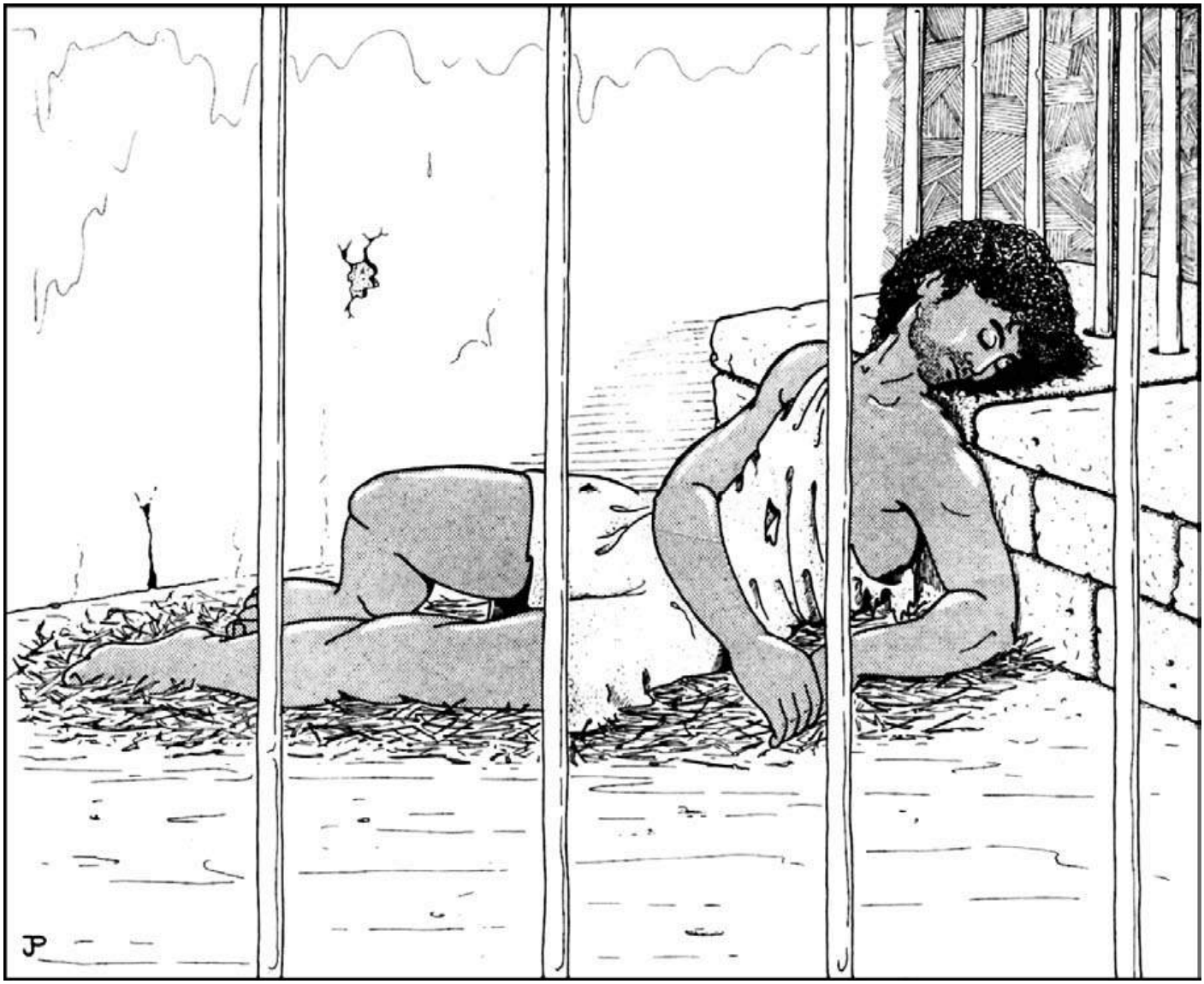
If you win, turn to **188**.

109

You open the door and go through into another passage. This one, however, is lighted by smoky torches, and goes South as far as you can see. The West side of the passage is made up entirely of thick iron bars, which are divided into three large cages. Two of the cages are empty, but the middle one is occupied by a sleeping figure. You move closer to investigate, and see that it is a young, dark-skinned man, dressed in tattered rags, with a mass of black, tangled hair. A bunch of keys hangs from a hook on the East wall of the passage. Will you:

Quietly unlock the cage and creep up while he sleeps? Turn to **67**

Investigate South down the passage? Turn to **119**



110

If you have learnt the number of Kruglach, and hence the protective word, turn to **20**. If you have a black amulet inscribed with a cross, turn to **198**. If you know the word, and also have the amulet, turn to **77**.

111

You swim as fast as you can away from the Moat Monster, but not fast enough! Once again you feel its tentacle curl around your foot, and you have no choice but to fight it – turn to **91**.

112

You prod at the Goblin's ribs with the tip of your sword, until, with much snorting and grumbling, he opens his bleary little eyes. The first thing he sees is your sword-point at his chest and he is suddenly very much awake!

"Make one sound and this sword will be in your heart," you promise. He nods frantically, trying to worm away from your blade, but you press closer. "I need answers to a few questions," you tell him. "Are you in a talkative mood?"

He nods again, eager to cooperate and save his warty hide. Will you ask him:

Where Kruglach is to be found? Turn to **62**
Where you might find one of the items needed for the Spell of Soul Capture? Turn to **102**
Where you can find a protective talisman? Turn to **32**

113

You go over to look at the inscription. It reads:

"In memory of Arcturus, star of the North, winged horse of the Gods." Will you:

Open the casket? Turn to **133**
Try the door in the East wall instead? Turn to **142**

114

You close in fierce combat with the SERPENT. Its lethal fangs and strongly-muscled, twisting body make it a formidable enemy, and you have to employ all your fighting skills to avoid its deadly embrace.

Roll two dice. If the total is greater than your Dexterity score, turn to 104. If it is the same, or less, the battle progresses as normal:

	Dexterity	*Strength*
SERPENT:	10	12

If you win, turn to **143**.

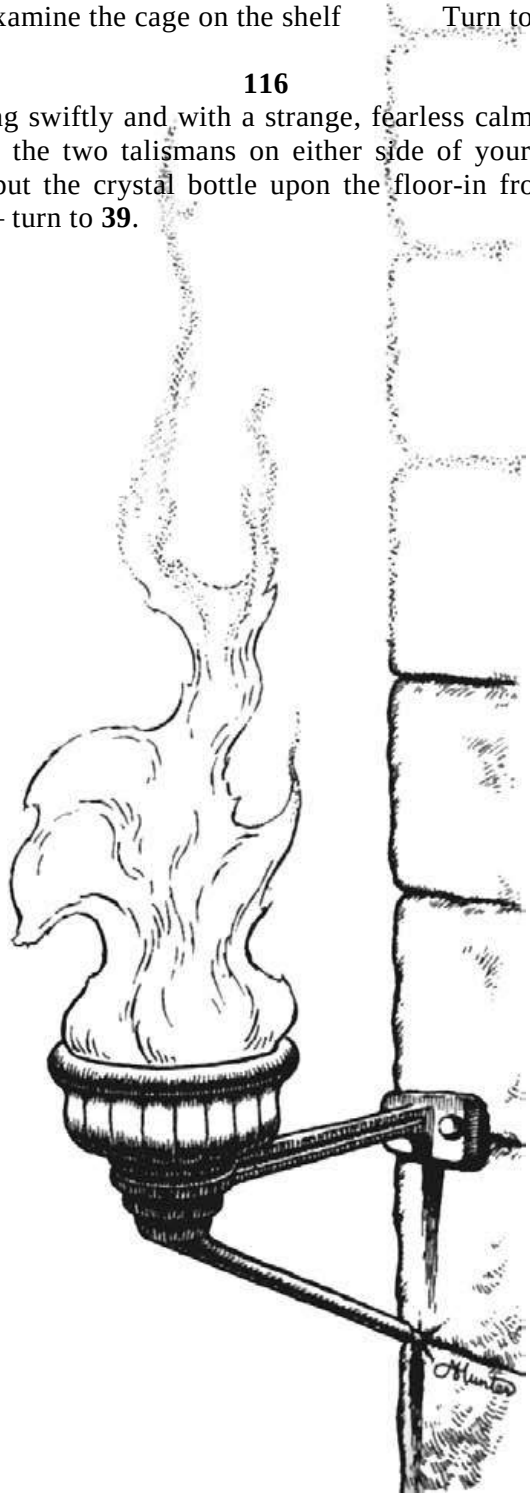
115

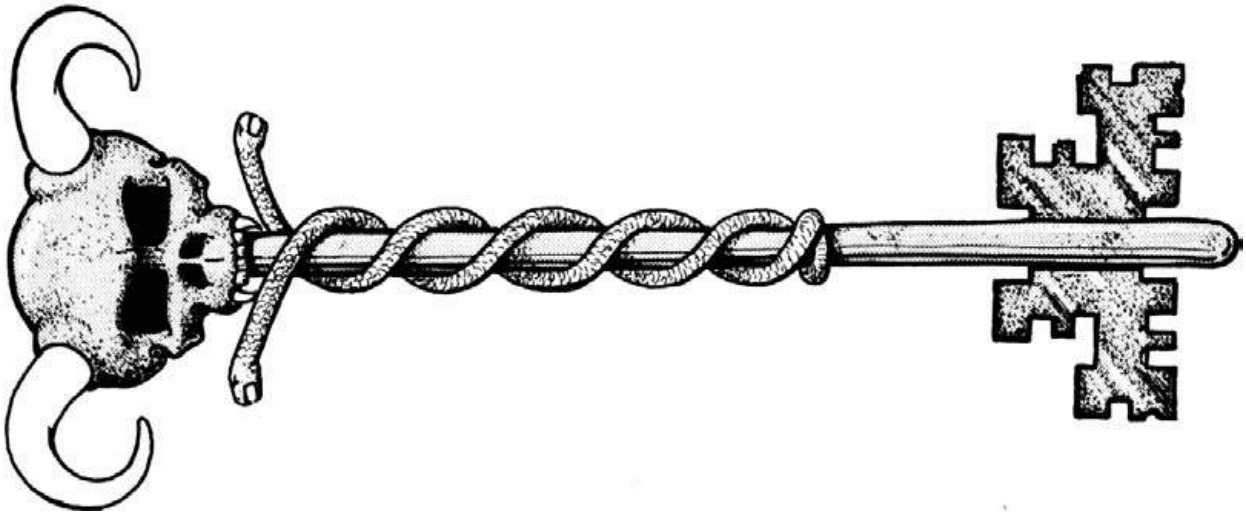
You search the body of the Ogre and find 12 pieces of silver and a selection of herbs – garlic, wolfsbane, thyme and marjoram. You may keep these if you wish. You can now:

Leave through a door in the East wall Turn to **194**
Examine the cage on the shelf Turn to **155**

116

Acting swiftly and with a strange, fearless calm, you place the two talismans on either side of your feet, and put the crystal bottle upon the floor-in front of you – turn to **39**.





117

Will you examine the book entitled:

'Acid'?	Turn to	**192**
'Charms'?	Turn to	**64**
'The Eye of the Sorcerer'?	Turn to	**95**

118

The inscription reads: "In memory of Arcturus, star of the North, winged horse of the Gods." Will you:

Open the casket?	Turn to	**22**
Try the door in the East wall of the tower?	Turn to	**140**

119

At the South end of the passage there is a door, which you are surprised to see is slightly ajar, and you peer through into what appears to be a laboratory of some kind. Your curiosity gets the better of you and you walk South through the door into the lab – turn to **146**.

120

Even though you do not have both protective talismans, you can still attempt to cast the Spell of Soul Capture.

If you have one talisman	Turn to	**139**
If you have no talismans	Turn to	**148**

121

Lose three Strength points as your senses slowly return. If you are still alive, will you now:

Leave?	Turn to	**81**
Examine the door in the East wall?	Turn to	**142**

122

You climb up out of the well with some difficulty, as your rope is now quite slippery. You manage, however, to make it safely to the top, and you may now examine:

The South-West tower	Turn to	**50**
The door in the North Wall	Turn to	**74**
The South-East tower	Turn to	**43**

123

Kruglach's face betrays no emotion as he advances, his sword pointed straight at your heart. You raise your shield and begin moving carefully. Kruglach may not possess great strength, but he is fast and clever – even as you prepare to defend yourself, his black sword, almost invisible in the gloom, whistles past your head, causing a slight flesh wound to your shoulder. Lose one Strength point.

You roll and turn. Kruglach's expression has not changed in the slightest. No mercy will be given or expected in this final confrontation. If you win this battle, turn to **197**.

	Dexterity	*Strength*
KRUGLACH:	13	8

124

You listen intently at the door for some time, but hear nothing, so you decide to go straight in – turn to **163**.

125

You dive beneath the flailing talons, and drive a straight sword-blow into the beast's heart. A terrible, howling roar fills the air, as the THUNDER-GRUNT slowly topples back in a lifeless heap at your feet. Turn to **175**.

126

You find nothing more of interest in the rotting sacks. But there is a trapdoor in the floor which you decide to investigate – turn to **65**.

127

As soon as you press the black button, eight, long, wickedly sharp spikes shoot up through the seats of the eight chairs at the table! Only the throne remains free of this deadly device. You swallow hard, and try not to dwell upon the fate of anyone sitting at the table who had incurred their lord's displeasure. Will you now:

Press the white button?	Turn to	**187**
Or leave the Hall?	Turn to	**178**

128

The acidic smoke has badly charred the book of 'Charms', and reduced it to a heap of illegible, blackened pages. You may now, if you wish, examine the remaining book, labelled 'The Eye of the Sorcerer' – turn to **95**; or, alternatively, leave – turn to **135**.

129

Do you have a crystal bottle with silver runes upon it, in which to imprison the soul?

If so — Turn to **29**
If not — Turn to **58**

130

Unable to see, you step backwards off the landing and tumble heavily down the spiral staircase, each stone step bruising you until you fall in a heap in the courtyard. Lose five Strength points.

You pick up your sword from the ground beside you, and take several deep breaths as your sight slowly returns. Will you now:

Investigate the South-West tower? Turn to **94**
Leave through the door in the North wall? Turn to **74**

131

You have managed to pierce the Moat Monster in its single eye, and killed it instantly – turn to **11**.

132

There is a small door at the foot of the South-West look-out tower. It opens easily inwards and you see a small staircase spiralling upwards into the dark. You can hear a strange, deep rumbling sound: turn to **42**.

133

Your efforts to open the casket are in vain, but you see that the front of the casket is inlaid with a square of pure Rubidium, in which is an indentation. If you have a small slab of Rubidium, turn to 82. If not, you may try to smash the casket with your sword – turn to **38**, or, alternatively, try the door in the East wall of the tower – turn to **142**. Your only other option is to leave the tower – turn to **81**.

134

You throw the stone into the bowl, and it rolls around several times before coming to rest in a blank segment. Nerves taut, you wait – but nothing happens, and you decide not to push your luck by throwing again. Turn to **143**.

135

If you entered the Library through a door which had the letter "L" upon it, turn to **45**. If you entered through a door which did not have a letter, turn to **193**.

136

You eye the helmet and table suspiciously; then an idea strikes you. You turn to face Teel and with a pleasant smile and a prod of your sword, you suggest that he lies down upon the table. His wild eyes glow red at this, and he backs away, his mouth twisting into a lupine snarl. Then before your eyes, he undergoes a rapid transformation and you find yourself face to face with a WEREWOLF! Do you have wolfsbane and silver?

If so — Turn to **199**
If not — Turn to **108**

137

As you enter the cage, the man leaps to his feet and whirls around to face you, half crouching, his eyes glinting red. Will you:

Fight him? Turn to **179**
Lock the cage quickly and turn South along the passage? Turn to **119**

138

Will you now:

Leave the lab? Turn to **158**
Or look at the bookcase? Turn to **167**

139

With a silent prayer, you place the crystal bottle and the talisman on the floor in front of you. Throw two dice.

If the numbers on both dice add up to the same as or less than your Fate/Fortune Score, turn to **39**.

If they add up to more than your Fate/Fortune Score, turn to **169**.

140

The door appears to have no handle or keyhole, but the instant you touch the door, it flies open and your senses are assaulted by a cacophony of noise, and a blinding light. Nightmare images of demons leap at you, and you reel back as a stomach-turning smell hits you.

You close your eyes and ears against this vision of Hell, and drop to the floor. Roll one dice and lose that many Strength points. If you are still alive, turn to **48**.

141

Warily, you go back down into the courtyard. Will you now:

Leave by the door in the North wall? Turn to **74**
Investigate the South-West tower? Turn to **94**

142

The door has no handle, nor keyhole, as far as you can see. Cautiously, you reach out and touch the door – and instantly your senses are assaulted by the wild howling and laughter of an army of fearful demons, an appalling stench of decay, and a blinding, fiercely painful light. You fall to the floor, closing your eyes tight shut against the piercing light and the dreadful images, and your hands covering your ears.

Roll one dice and lose that many Strength points. If you are still alive, turn to **3**.

143

The only other door out of the room is in the North wall, and so you cautiously try the handle – turn to **25**.

144

Will you now try to open the trapdoor? – turn to **65**. Or, if you have not already done so, investigate the rotting sacks? – turn to **76**.

145

The Unicorn is carved from the finest white marble, and is extremely life-like. As you continue to stare at it, you get the strangest feeling that it is looking back at you, its eyes filled with infinite sadness. A slight shudder passes through your body, and you turn quickly away. You need the Unicorn's horn for one of the protective talismans – but how are you to get it? You decide to search the Hall for some clue that may help you. Will you examine:

The throne?	Turn to **56**
The other statue?	Turn to **195**
Or, will you leave the Hall?	Turn to **178**

146

The cavern in which you find yourself is huge, and is filled with benches and shelves, cluttered with test-tubes, flasks, bottles, wires and tubes. A complicated arrangement of experimental equipment is set up on one bench, filled with bubbling green liquid. To the East of the cavern is a slab-like table, at one end of which is a glass, domed helmet, connected up to a mass of electrodes. By the table is a small bookshelf, containing two large, well-worn volumes.

Do you have a companion with you? If so, turn to **136**. If not – turn to **59**.

147

To your dismay, the rope falls short. You do not get a chance to try a second time, as the CYCLOPS charges towards you! – turn to **159**.

148

With a silent prayer, you place the crystal bottle on the floor in front of you, then begin the Spell. Throw one dice.

If you get a 1 or a 6, turn to **39**.

If you get any other number, turn to **169**.

149

The meaning of the inscription becomes clear to you, and facing the white, clenched fist, you speak the words "Short Sword". At first, there is no reaction, and then slowly, the hand opens, revealing in its palm a single, black jewel. Do you wish to attempt to take the jewel from the hand? If so, turn to **60**. If you would rather not risk it, you may leave the cavern through a door in the South wall – turn to **69**.

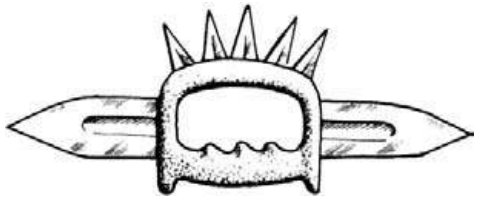
150

If you wish, you can now slide the panel to one side and look through into the room beyond – turn to **98**. If you decide to simply ignore the panel and attempt to open the door, turn to **57**.

151

You find yourself in a large courtyard, paved with dark grey stones. To the South-East and South-West are two look-out towers, and cold fear grips your heart when you realise you might have been seen entering the fortress. You grip your sword tightly, listening for any sound that might indicate that the occupants of the fortress are aware of you, but there is absolute silence. You breathe a sigh of relief, and take another look around. There is a door out of the courtyard in the North wall, opposite the main door. To your left, a low, circular wall rises up from the grey paving, surrounding a dark, moss-covered well. Will you investigate:

The South-West look-out tower?	Turn to **132**
The South-East look-out tower?	Turn to **23**
The door in the North wall?	Turn to **74**
The well?	Turn to **13**



152

The door is deathly cold to your touch, and so smooth you can hardly feel it. As your fingers explore its icy surface, your hand begins to sink slowly into the blackness and the door gradually fades away before your eyes. You step through the revealed opening and enter a small, dark cave, the walls of which are hewn from glistening black rock. It is lit by two deep red flames that flicker smokily upon slender pedestals, set at opposite ends of the cave. In contrast to the tough rock walls, the floor of the cave is as smooth and as clear as ice – but ice that is the colour of the sky at midnight, filled with a thousand twinkling, blood-red stars, reflections of the light from the smoky torches.

Standing motionless between the two flames is a tall figure, dressed in robes of black silk. His dark head is slightly bowed, looking away from the doorway, and he appears to be in deep concentration. One hand is raised a little, and as you stand silently in the doorway, studying him, he slowly lowers his hand and turns to face you. This, you realise, is Kruglach. He is a striking figure, with darkly handsome features, framed by jet black hair. A small smile twists the corner of his mouth, but he gazes at you with eyes that are of the same unfathomable blackness as the door to his lair. You must act quickly. Do you believe that you have everything necessary for the Spell of Soul Capture?

If so	Turn to **129**
If not	Turn to **19**

153

Throw one dice. If you score 1, 2 or 3, turn to **14**. If you score 4, 5 or 6, turn to **191**.

154

As you open the book, real acid seeps out, burning your hands badly, and quickly reducing the book to ashes. Choking smoke billows out, and you stagger back in some pain. Lose two Dexterity points. You may now examine the book entitled 'Eye of the Sorcerer' – turn to **95**; or, alternatively, leave – turn to **135**.

155

Inside the cage are two white rabbits. There is a large notice on the cage, saying "Tomorrow's Dinner".

If you wish to free the rabbits, turn to **26**.

If you wish to leave the rabbits to their fate and go through the door in the East wall, turn to **194**.

156

You venture cautiously down the staircase, testing each step with your foot before putting your full weight on it. At the bottom of the staircase is a narrow North–South tunnel, hewn out of solid rock. Will you go:

North? Turn to **7**
South? Turn to **119**

157

You go out through the West door and enter a small corridor that goes West for a short while. It ends at another door which has a large letter "L" engraved upon it. Will you:

Go through the door? Turn to **17**
Go back to the Great Hall and leave through the North door there? Turn to **186**

158

There are three other doors out of the lab: a second door in the North wall next to the one you entered by; one in the East wall; and one in the South wall. You decide against the North door as it will take you back in the direction you have come from. Will you go through:

The East door? Turn to **9**
The South door? Turn to **180**

159

You have no choice but to try and fight the Cyclops with your sword.

	Dexterity	*Strength*
CYCLOPS:	11	14

If you win, turn to **73**.

160

Try as you might, you cannot solve the meaning of the inscription. You shrug your shoulders and decide that you have more important matters to deal with. Kruglach must surely not be far away from his laboratory and experiments. You see another door out of the cavern in the South wall and you walk down to investigate – turn to **69**.

161

You strike the casket a mighty blow, and there is an explosion of black light!

Blinded, your stagger back. Roll two dice. If the score is the same as, or less than, your Fate/Fortune score, turn to **72**. If it is greater, turn to **130**.

162

You go West for a short distance and then the passage ends at a large wooden door. Will you:

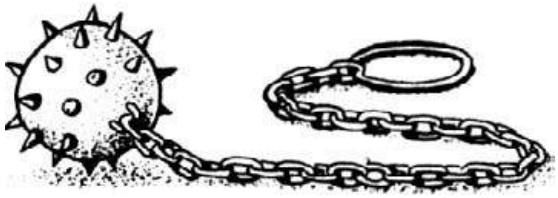
Open the door? Turn to **33**
Turn around and follow the passage East? Turn to **46**

163

You walk through the door into a small library, and discover that the door you have entered by cannot be detected from this side as it is disguised as a bookcase – turn to **8**.

164

You remember what the Goblin Guard told you, and guess that this trapdoor must be the entrance to the caverns, so you take hold of the ring and pull! – turn to **65**.



165

You recall the Goblin's words about the statue of the Unicorn, and, feeling that you are taking a chance, you have second thoughts. If you decide to examine the Unicorn first, turn to **145**. If you would rather reconsider for a moment, turn to **66**.

166

There are two other doors out of the Hall. Will you go through:

The West door?	Turn to **157**
The North door?	Turn to **186**

167

One of the books is full of meaningless chemical formulae and technical jargon, but the other bears the title "Make Your Own Monster". Intrigued, you flip through it, and see that it is basically an encyclopaedia for every evil, misshapen creature that ever walked this earth. The name "Cyclops" catches your eye, and, remembering that you need two of the creature's teeth for the Spell of Soul Capture, you pause to study what the book has to say. You learn that the Cyclops is a fearsome, one-eyed giant that cannot easily be overcome by mere human strength. It can, however, be rendered completely docile if a rope of golden thread is thrown over its head around its neck. Will you now:

Lie on the table and place the helmet over your head?	Turn to **28**
Or will you leave the lab?	Turn to **158**

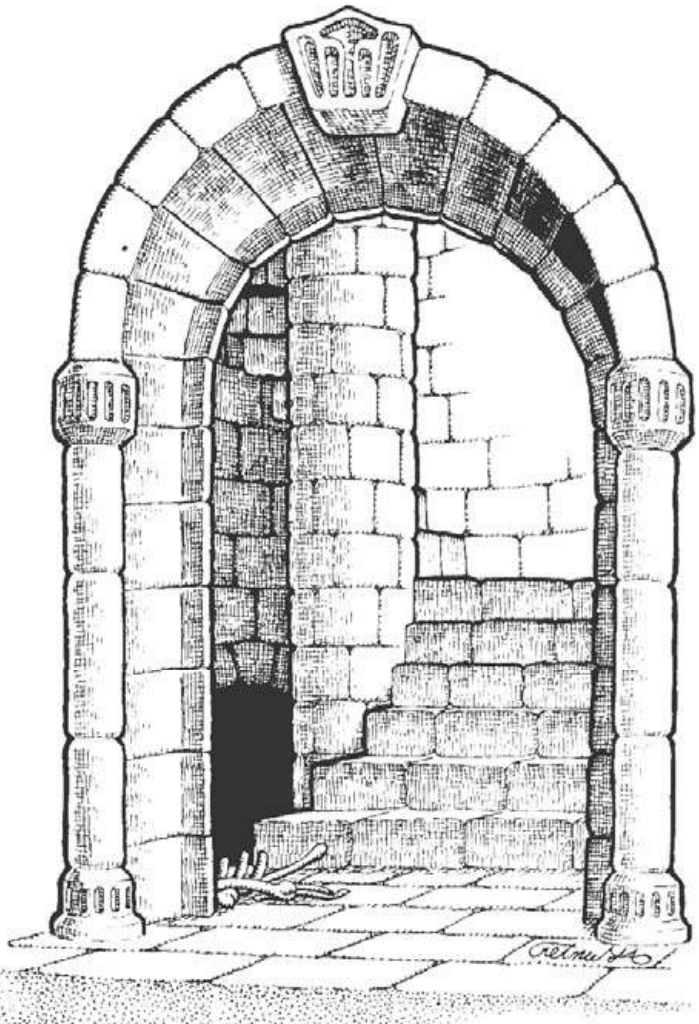
168

Do you have a golden rope? If so, turn to **79**: if not, turn to **159**.

169

Holding the three ingredients cupped in your hands, you say the words that Raaka Dihar told you of in the forest: "Kruglach nothrog gethod."

You hold your breath and study Kruglach intently, not daring to move. Kruglach gazes back at you, and then slowly he smiles an icy evil grimace that chills you to your soul. A wave of weakness washes over you. The blood roars in your ears and the room spins crazily. You fall to your knees, your eyes tightly shut and your hands pressed against the sides of your head. You are being ripped apart, and with your last conscious thought, you realise it is your own soul that is being torn from your body. It is you that will be forever imprisoned in the crystal bottle. Your adventure ends here!



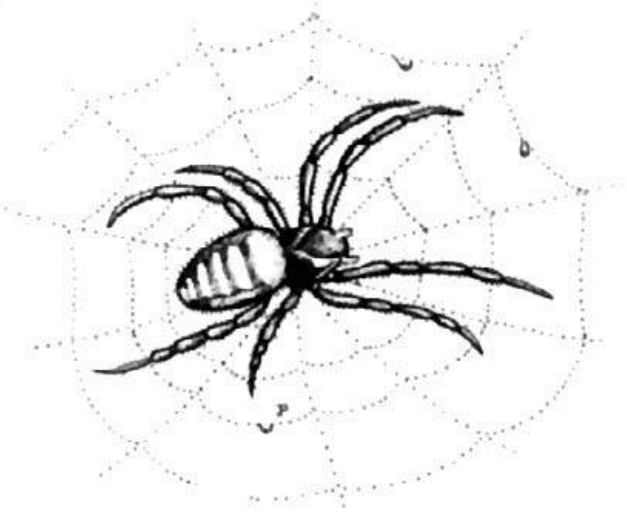
170

Will you now:

Lie on the table and place the helmet over your head?	Turn to **28**
Investigate the bookshelf?	Turn to **167**
Or leave the lab?	Turn to **158**

171

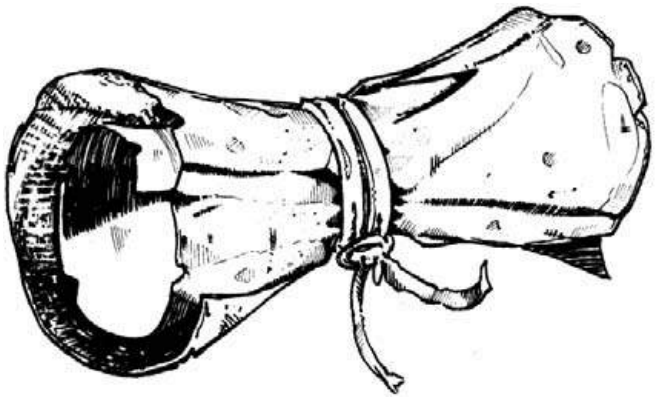
.The iron ring is stiff and rusty with age, but you manage to turn it to the right. There is a muffled click and a thud of some great bolt being drawn back, and the door swings open with a screech of protesting hinges. You walk through into the fortress – turn to **151**.



172

As you enter the small, dark cave beyond, there is an almighty roar of rage, and you realise with horror that the occupant of the cave is in fact a CYCLOPS! The one-eyed giant towers above you by a good two feet. Its single red eye glares down at you out of an incredibly ugly face, surrounded by a mane of tangled hair. It is dressed in a few filthy animal hides, and in its right hand it holds a massive wooden club, studded with iron spikes. Did you look at the "Make your own Monster" book in the laboratory?

If so — Turn to **168**
If not — Turn to **159**



173

Set into the table are what at first appear to be two sunken bowls. Looking closer, you see that each is divided into six segments, and at the side of both is a small round stone.

The segments of the first bowl are alternately white and black. The second has three blank segments, and three with the symbol of a snake inscribed.

Evidently, this is some kind of game of chance, in which the outcome is determined by throwing the stone into one of the bowls. Will you:

Try your luck at this game? — Turn to **16**
Leave by the North door? — Turn to **25**
Go back out through the East door? — Turn to **46**

174

Instantly, you drop the book and it slowly dissolves at your feet, giving off choking black smoke – turn to **128**.

175

Continuing to search you find a coil of golden rope, which you quickly put into your backpack – turn to **126**.

176

The passage goes East for a little while and then turns to the North. After a short distance, it ends at an impressive door of beautiful dark red wood, covered in intricate carvings. Will you:

Open the door? — Turn to **89**
Turn around and go South, then West back to the junction? — Turn to **86**

177

Kruglach's features change into dark hatred, as he realises that you are protected from his Spell. He draws a slender black sword from his robes, and advances towards you, his eyes glowing vivid green. You can finally engage in combat in the way with which you are familiar. Turn to **123**.

178

If you entered the Great Hall through the West door, turn to **87**. If you entered through the South door, turn to **166**.

179

As you raise your sword to fight, the man undergoes a rapid transformation, and you realise to your horror that you are facing a Werewolf! Do you have wolfsbane and silver? If so, turn to **199**. If not, turn to **108**.

180

You go through the South door into another large cavern, in the centre of which is a small, oval pool of black liquid. To your astonishment, you see there is a hand, clenched into a fist, lifted up out of the pool, as white and as motionless as if carved from marble. At the side of the pool is a wooden plaque, upon which is written in large, bold script: "Lady of the Lake Simulation. Experiment one – hand release trigger." Underneath is a rough graph plotting "Number of Tries" against "Successes" – and you see that there have not been any results worth noticing! Turn to **55**.

181

As you reach the statue of the Unicorn, you see that it is made of pure white marble. You reach out your hand to touch it, but draw back – its eyes are looking directly at you!

You realise that you must either investigate the Great Hall further, or else leave. Will you:

Examine the throne?	Turn to **56**
Leave the Great Hall?	Turn to **178**

182

Will you examine the book entitled:

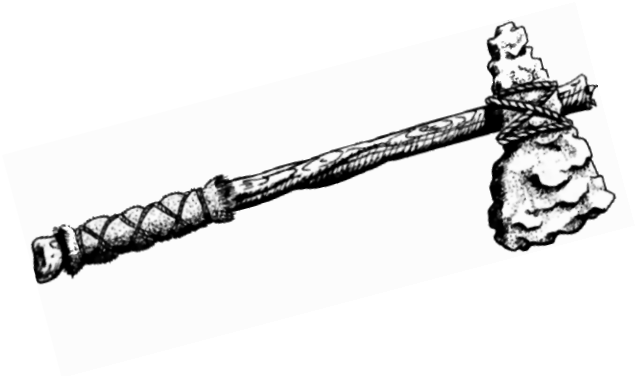
'Acid'?	Turn to **192**
'Charms'?	Turn to **64**
'The Eye of the Sorcerer'?	Turn to **95**

183

You have defeated Kruglach but are unable to imprison his black soul which fills the room. You can flee – perhaps to return one day, to try again to capture the evil soul. But, sooner or later, the soul of Kruglach will re-enter, and revitalise his body. The reign of terror is not over yet!

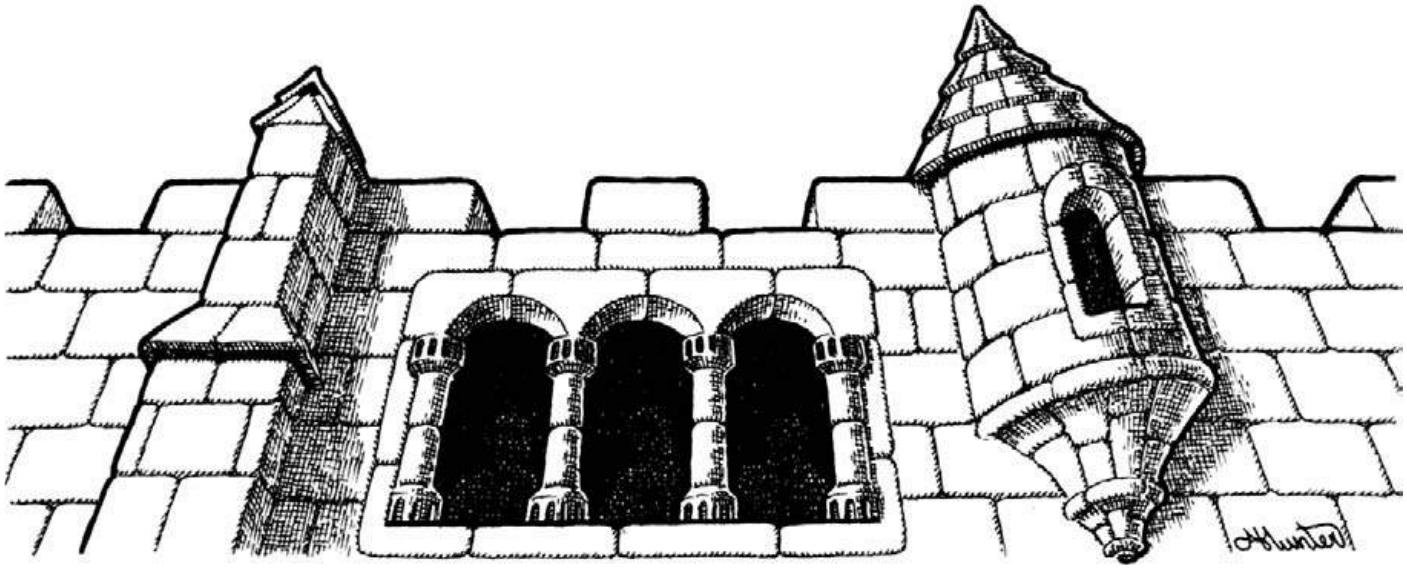
184

You mutter the number of Kruglach to yourself, and as you do so, a word begins to take shape on the page. You can just read 'Megoboneend', and you memorise it as the word almost at once fades from the page. Turn to **34**.



185

You sort through the broken wood and rusty barrel hoops, and come across a metal ring set into the floor. You push the rubbish to one side and clear away the dirt on the floor, to discover that the ring is attached to a wooden trapdoor. Did you ask a Goblin where Kruglach is to be found? If so, turn to **164**. If not, turn to **144**.



186

You enter a narrow passage that goes North for a short while before turning West. After a short distance, it ends at a blank wall. The dead end arouses your suspicions and you decide to search for a secret door. As you probe the cold stone wall, one of the blocks suddenly gives way beneath your hand! Instantly, a section of the wall slides silently to one side, revealing a dark hole – turn to **96**.

187

As you press the white button, there is a flicker of blue light around the table. Slowly, the top of the table in front of you slides back, revealing a piece of parchment. You read:

"To gain the protective horn of the Unicorn, you must be strong, clever and honest. Only *one* part of the Unicorn is safe to touch. Of the three pairs of statements below, one is true and one is false in each case. Read them carefully before you decide what to do – your fate depends on your ability to think clearly." You read:

The right hoof is safe to touch.
The left hoof is safe to touch.

The horn is safe to touch.
The horn is not safe to touch.

The horn is safe to touch.
The left hoof is not safe to touch.

Will you touch:

The left hoof?	Turn to **107**
The right hoof?	Turn to **70**
The horn itself?	Turn to **27**

188

You carefully extract 3 long, grey hairs from the Werewolf s tail, and put them safely into your backpack. If you fought in the laboratory, turn to **170**. If you fought elsewhere, turn to **100**.

189

You find yourself in a small kitchen. A stained, dirty table stands in the centre of the room. A cracked enamel sink with a rusty pump is to your left, and several shelves line the wall to your right. On one shelf is a cage with something white and furry in it. Standing by the table, with a large meat cleaver raised in his hand, is a huge, well-muscled Ogre, who has been attacking an extremely gory carcass. He pauses in surprise when he sees you, and then, gripping the cleaver firmly in both hands, advances towards you! You draw your sword to fight him – turn to **6**.

FANTASY SWEATSHIRTS FROM

PROTEUS

Long-sleeved, high quality, white poly-cotton sweatshirts. Machine washable. Printed with exclusive Proteus artwork from Dave De Leuw or Gary Harrod.

Two designs: BRIMGETH (left) or LIZARD MAN (right) printed in black, each with a red PROTEUS logo.

Available in children's sizes 26", 28", 30", 32" chest.

Price: **£7.49** including postage (£8.49 to overseas addresses)

Cheques or postal orders made payable to Proteus accepted **in £s sterling only.** Send to Proteus Promotions, 6 Church Street, Wimborne, Dorset BH21 1JH. (Mail order only, no callers.)

If you do not wish to cut your copy of PROTEUS, please photostat the page or copy the order form out on to a piece of paper.

Please allow 28 days for delivery.

Please send me ..... Proteus Sweatshirt(s) @ **£7.49 each** inc p&p. (Overseas £8.49)

	26"	28"	30"	32"
BRIMGETH				
LIZARD MAN				

I enclose a crossed cheque/P.O., value £ ..... payable to **Proteus** (£s sterling only)
Send to: **Proteus Promotions,** 6 Church Street, Wimborne, Dorset BH21 1JH. (Mail order only — no callers.)

Name.....

Address.....

.....

Please allow 28 days for delivery.

Please fill in the following section clearly. It will be used to send your sweatshirt(s).

Name.....

Address.....

.....Postcode.....

190

The massive BONE-GRINDER lies dead at your feet, and you walk round the great carcass to examine your surroundings more carefully. Will you:

Investigate the table? Turn to **173**
Leave through the door in the North wall? Turn to **25**

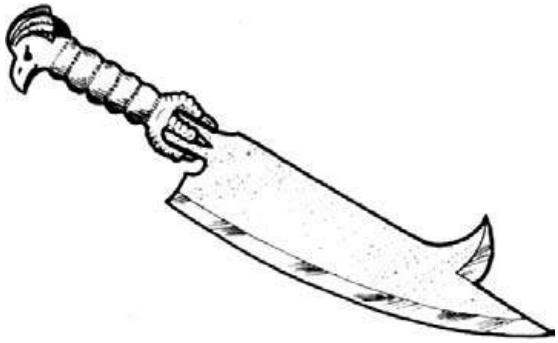
191

You toss the stone into the bowl, and it rolls around for some time before finally coming to rest in a white segment. A great surge of energy floods through you – add three Strength points, and turn to **44**.

192

The book of 'Acid' has an evil enchantment upon it, and as you open it, real acid seeps out, burning your hands! Roll one dice.

If you throw 1–3 Turn to **174**
If you throw 4–6 Turn to **15**



193

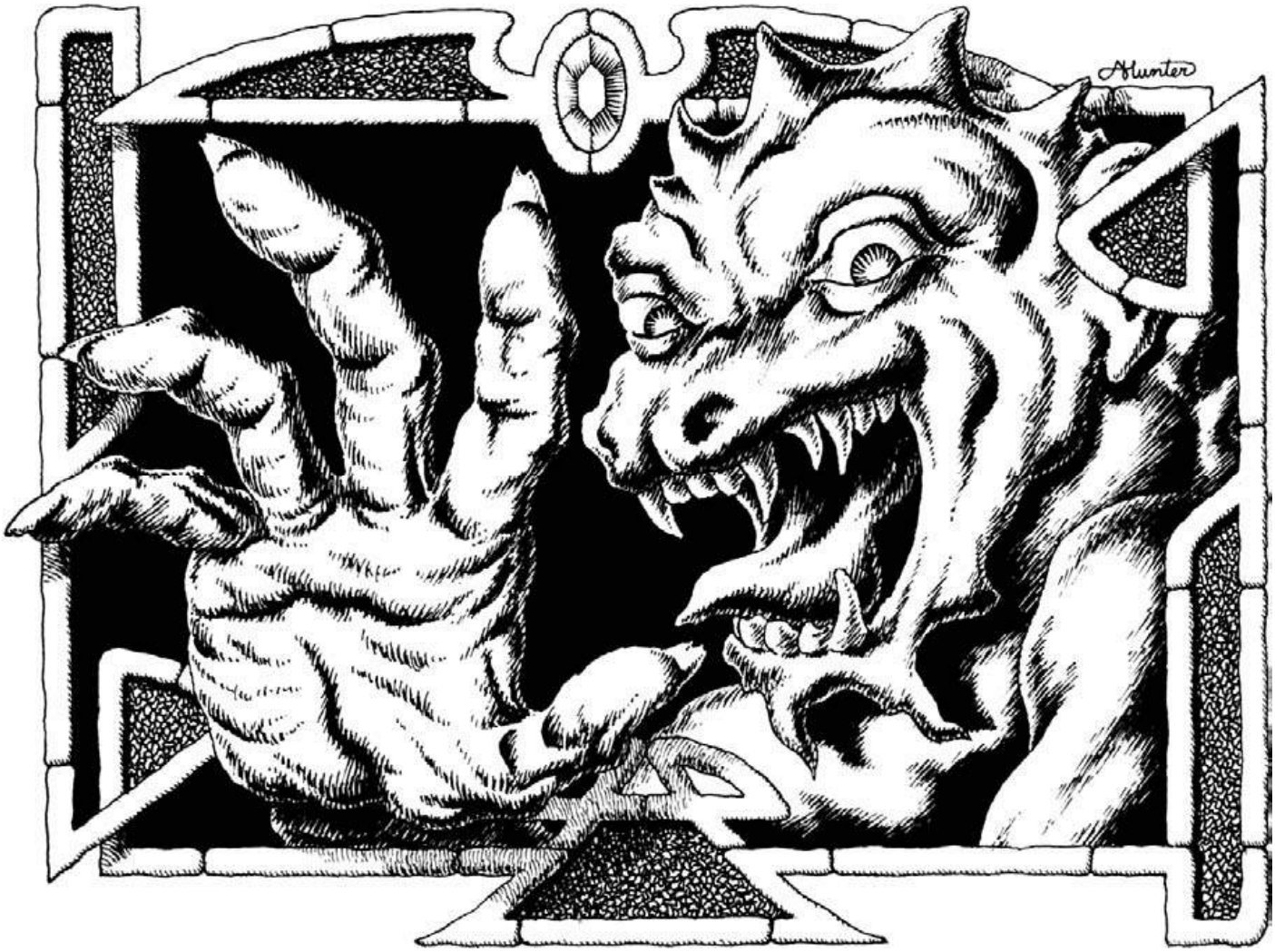
There are two other doors out of the room. Will you go through:

The North door? Turn to **85**
The East door? Turn to **106**

194

You enter a room which obviously was some sort of store room, as you can see a few broken barrels, some mouldy sacks of grain, and rotting piles of rope and cloth. The floor is strewn with the remains of mouldy cabbage leaves and squashed potatoes. The only door, as far as you can see, is in the West wall. You decide to have a rummage through the rubbish. Will you examine:

The broken barrels? Turn to **185**
The sacks, rope and cloth? Turn to **76**



195

You begin to walk towards the statue, but suddenly freeze in your tracks and your blood runs cold in your veins – for the statue slowly turns its stone head to stare right at you! In a flash, you realise it is in fact not a statue, but a Gargoyle: a fearful creature of great strength that can camouflage itself to appear like stone.

The Gargoyle flexes its long grey fingers. Its grip is powerful enough to crush the life from you. Will you:

Fight?	Turn to **35**
Flee through the nearest door (in the North wall)?	Turn to **186**

196

Will you now, examine:

The Unicorn?	Turn to **181**
The throne?	Turn to **56**
Or will you leave the Hall?	Turn to **178**

197

Kruglach's lifeless body shudders violently, as a black shadow issues from his mouth. Turn to **183**.

198

You reach swiftly into your backpack, and hold out the inscribed amulet. There is a wild screaming in the air, as Kruglach's black fire burns itself into a vacuum. Stone-faced, you face each other again. Turn to **177**.

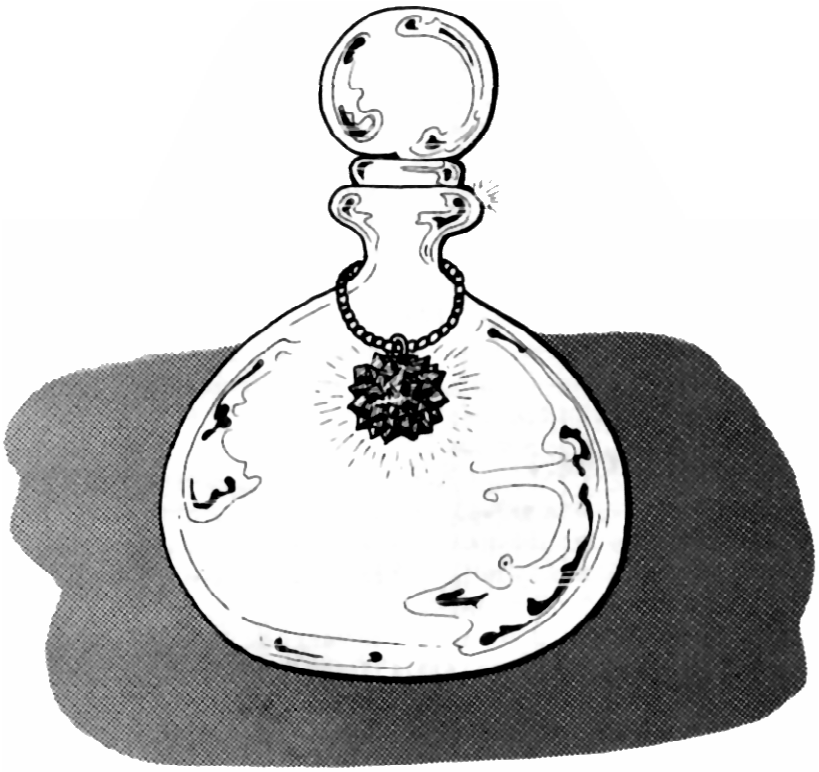
199

You hurl the Wolfsbane and silver into the Werewolf's snarling face! The beast utters an unearthly howl of pain, and collapses, writhing, to the floor. Then, after a violent shudder, lies still. You prod the body tentatively with the tip of your sword but there is no reaction – the Werewolf is dead! Turn to **188**.

200

Before you in a tangle of black robes, lies Kruglach. His demon soul has fled his body and you see that the crystal bottle is filled with a swirling black mist. The silver stopper is secure, and Kruglach's soul is imprisoned within. His evil will cease and the land will be free once more. You can return victorious to the surrounding villages and collect your reward.

But what will you do with the bottle and the evil secret that it holds? Leave it here in this dimly lit cave where one of Kruglach's servants might find it? Throw it back where you first discovered it? Carry it with you always and hope that it never falls into the wrong hands? Is there truly anywhere that you can hide it and know that it will remain safely sealed for eternity . . . or will that be your next quest? The hunger for adventure is in your blood, and it would be a challenge indeed to find a resting place for this bottle where neither man nor magic could touch it. An enchanted fortress? A bottomless abyss? The lair of some fearful beast? You cannot know, but you can be sure that, whatever happens, with a demon in your backpack it will not be dull!



MESSAGES from BEYOND

Dear PROTEUS,
How come that the Messages from Beyond are nearly all from boys? I am a girl and I enjoy the magazine very much. I would like to know how many other girls read PROTEUS.

Louisa Goodwin,
Whitstable,
Kent.

So would we. Let us know, ladies.

Dear PROTEUS,
I'm pleased that you have a Letters page. I think that you should also have a news page, and forget the silly suggestions about a joke page, or a cartoon – unless you can come up with a really original cartoon page.

I like PROTEUS adventures very much – I usually do solo r.p.g. books in one try, but the PROTEUS stories were harder. No. 1 took six tries. No. 3 took two, and No. 5 took one try.

One complaint: don't use names like 'GOLGOTH, LORD OF BALROGS' as a weak (Dex 10, Str 10) monster.

Apart from that, keep up the good work.

Clint Redwood,
Romiley,
Stockport.

Thanks for your ideas. More comments welcome.

Dear PROTEUS,
I need help. I've just finished No. 5, and I'm hooked. But I find that issue No. 1 is completely sold out.

So if anyone out there has, or knows where I can get hold of, a copy of PROTEUS No. 1, I would be very grateful.

S. Dickenson,
Speedwell,
Bristol.

Can anyone help?

Dear PROTEUS,
Since picking up Issue One of your superb magazine, I have observed its steady growth from a humble bottom-shell mag to a highly-professional, imaginative production.

It has plenty of potential, and I would gladly pay extra for additional features, such as information on fantasy items such as miniatures and other specialised items. I am sure other readers would agree with me if I suggested a competition would be an excellent idea.

You are probably weary of people sending in their criticisms. But, even as it is, I think PROTEUS is Smart – with a capital S.

Kieron Smith,
Churchdown,
Gloucester.

We're constantly considering new features, but not increasing the price.

Dear PROTEUS,
A few weeks ago I bought your magazine (No. 2) because I knew I would enjoy it. Some years ago, I played a fairly similar game called 'Adventure' on a sophisticated PDP computer. However, your game I liked for a number of important reasons.

You had to use logic most of the time to determine where you wanted to go in the Mines of Malagus. Also your brain had to be in gear at various stages (which key to open the door, which handle, etc – maybe more riddles might be useful). And although you encountered various evil forces, you met one who was willing to help you, namely Liamorra, providing a satisfactory balance.

Perhaps in future adventures you could include signs of confidence or uncertainty (maybe 'intuition') as one progresses through the adventure, such as "You sense that the narrow Western tunnel is the way to go."

One other useful idea would be to test our 'level of trust' with the forces we meet. After reading some background history, you could then decide whether to fight, or to try to make friends. So this is a 'looks can be deceiving' formula, with perhaps a 30% success rate.

For the record, in the Mines of Malagus, I lived to tell the tale six times, and died five times before finally restoring the headstone to Nytrak. And if this is of any value, I am 22 years old, and a medical sales representative. I was wondering how accurate was my map, which I include? Would it be possible to publish the true version?

Spiro Raftopoulos,
Victoria,
Australia.

We may publish complete maps of earlier Quests at some future date.

Dear PROTEUS,
I've just read No. 5, and think it is ace! Give my compliments to Elizabeth Caldwell – but couldn't you make it harder? I can't wait until "The Fortress of Kruglach" (what a mouthful!).

I hope more of the excellent art keeps up to standard. I especially like the look of Alan Craddock's poster. I liked Dave De Leuw's poster in Issue 5 as well.

"Messages from Beyond" was a great idea! I know it's a lot to ask, but couldn't readers have a page devoted solely to their drawings?

Daniel House,
Kincardine,
Scotland.

Maybe, maybe . . .

Dear PROTEUS,
I am writing to say I like your magazine – or should I say, love it? May I suggest a few ideas you may be able to use?

How about five or six pages to illustrate miniature figures, and where you can buy them (all in full colour, of course)? Have a competition page with quite a few competitions on it, with various different prizes. You could have a club, or you could sell T-shirts or hats.

I hope PROTEUS will carry on being brilliant and as exciting as it is now. I hope my letter has given you some ideas.

David Buxton,
Ashton-under-Lyne,
Lancashire.

See our Special Offer, page 35.

Dear PROTEUS,

I'm pleased to say how much I'm enjoying your game mag. I think it's absolutely brill, fab, ace etc., and also I think it's a great idea advertising things in it too.

Have you noticed something? Yes, I'm grovelling, this is why: I've enclosed a picture, but the problem is that I couldn't fit the end part in. It is supposed to end – gradually disappearing, like a mist (if you know what I mean). I hope you really, really, really like it, so that you could print it (please!!),

Also, I've got an idea. The adventurer could go through a time barrier, and have to find a way back by finding things, or getting help – not too much help, or you might get declared insane.

Anyway, could you say how much you like my brill (huh!) ideas. Oh, before I go, like I said before, keep up your brill work.

Claire Ball,
Bodmin,
Cornwall.

As a tribute to your modesty, we're printing your brill picture below

Dear PROTEUS,

I am writing to say how much I enjoy your magazine. As value for money, it's very good, and the quality is very high throughout. But I do think it should be a little longer, even if the price goes up!

The drawings and posters are very good but I think that more colour would give the magazine a lot more life. Still, the artists are brill, and I especially like Dave de Leuw. Also, can you make the magazine a bit harder?

James Reid,
Burnham-on-Crouch,
Essex

We'll write it in Greek next time!

Dear PROTEUS,

I am writing to congratulate you on such a skilful, ace, brill and most enjoyable magazine. It gives the reader a chance to live another life in imagination – and it's also a good read!

Please, please could you keep producing this great wonder, as I and other readers think it is so great, it ought to win an award for the best magazine of all time!

Could you put a little more colour into your drawings, and a few more pages with fan clubs and competitions? Just one of these things would be perfect.

Michael Bayliss,
Caine,
Wiltshire.

We're considering a number of ideas for competitions. Suggestions welcome,

Dear PROTEUS,

I am writing to you because I've just realised the state of my PROTEUS mags. They're creased, ripped, and falling apart. I've tried to keep them in good condition, but with my dog "Sailor", it's impossible. I think your mag is ace so would you please, please, please, please, please bring out a binder.

I would gladly pay for one, and I'm sure other people would too.

P.s. If you want a good idea, how about a PROTEUS fantasy fan club?

Rory O'Bryan
Weybridge,
Surrey.

What do other readers think?
Dear PROTEUS,

Having read Issues One and Two, I've got to say, Wow! The adventures are really good and fiendishly mind-boggling. The interior pictures are ok, and the cover art and posters are great. But . . . (you could tell it was coming!) . . . it isn't really a magazine.

Why? Well, I think you should have a letters page, competitions, and perhaps an occasional group r.p.g. Apart from that, the game system is simple, which I like, but maybe a little magic would improve it.

David (Dwarflord) Webb,
Newcastle,
Staffs.

More magic in future issues.

Dear PROTEUS,

Last week I bought PROTEUS for the first time, and I really enjoyed the story. I intend to buy it every month from now on.

And as a true Celt, i was glad to hear about Tylwyth Teg in No. 4, which means 'fairy' in Welsh (for all the other readers out there). I enclose a drawing which I hope you might be able to use in a later issue,

Garan Evans,
Llanelli,
Dyfed.

Diolch yn fawr am eich llthyr.

Dear PROTEUS,

When I saw your magazine, I was quite impressed. I think you have put together a great magazine – it has a good future.

I am very interested in role-playing adventures, and a few years ago I tried to write my own. However, I got no further than the introduction, and have not got a thought about getting to the end. I hope you can read it, and might be interested in it. I also hope your magazine goes on for a long time.

Miss K. Holland,
Duynefontem,
Cape Town,
South Africa.

Keep trying. And yes, we'll be going on for a long time.

Dear PROTEUS,

I am just writing to tell you how much I enjoyed Issue No. 4 of PROTEUS. It was mere impulse that I picked up a copy, and after reading only a couple of pages, I bought it. The story seemed so life-like, almost as though you were actually meeting the creatures in the story.

I was very, very impressed by the work put into the publication of it, and the pictures were superb. The only thing I was disappointed about was the fact that only one Quest Sheet was in it. Although ordinary paper would have done just as well, I, like many other readers, play a number of games in each Issue, and the Quest Sheet makes a difference.

However, may I take this opportunity of thanking you in writing for the hours of pleasure it gave me. You have a constant buyer of each Issue as it comes out.

Stuart Henderson,
Bathgate,
West Lothian.

See page 40 for subscriptions.

Venture into the strange and exciting world of electronics and computing!

Each month, **Everyday Electronics** gives you a chance to explore this fascinating area, with series designed especially for beginners, as well as regular features and projects to build.

The current issue includes a portable radio which you can make for less than £10, and a light-pen for the BBC micro at a cost of around £5.

EVERYDAY ELECTRONICS and ELECTRONICS MONTHLY

JUNE ISSUE ON SALE FRIDAY, MAY 16

Make sure of your copy—place an order with your newsagent NOW!

A Complete Fantasy Adventure Game Magazine

PROTEUS

THIS IS NO FANTASY!

READ ON...

Advertisers, 52,000 copies of this issue of Proteus have been distributed to retailers. We believe this represents the largest readership of any fantasy game magazine.

Our readers may well be interested in your products; you can reach them all with a single advertisement.

For more information please ring or write to our Advertisement Manager, Peter Mew, 4 Neasden Avenue, Clacton-on-Sea, Essex CO16 7HG. Tel: Clacton-on-Sea (0255) 436471.

Peter will be pleased to discuss your individual requirements or to simply send you details on advertisement rates and issue dates, etc.

SUBSCRIBE TO

PROTEUS

Make sure of more monsters and challenges from every issue of Proteus.

We will post each issue to you as soon as it is printed, just send a cheque or postal order for £4.50 UK, £8.50 overseas (for six issues) to:

Proteus, Subscriptions Dept., 6 Church Street, Wimborne, Dorset BH21 1JH.

Subscriptions can only start with the next available issue — for back issues see below.

BACK ISSUES

Back issues of Proteus are available from the above office price £1 each (£1.50 overseas). Unfortunately **we can no longer supply No. 1** which has now sold out.

'Proteus' SUBSCRIPTION ORDER FORM

Annual subscription rates: UK £4.50. Overseas £8.50

Please give your **name and address in block capitals** and make cheques payable to **'Proteus'.**

To: Proteus, Subscriptions Dept., 6 Church Street, Wimborne, Dorset BH21 1JH

Name .....

Address .....

I enclose payment of £..... (cheque/PO payable to 'Proteus')

Fantasy Art

DON'T DELAY SEND OFF NOW
FOR THIS UNIQUE OFFER.

FANTASY ART PACK CONTAINS :

1 set of 4 S/F Limited Edition Black & White prints A4 Size
1 set S/F & Fantasy Stationery
8 different designs
1 Grakon Poster Black on Red A4 Size
1 Entry Form for the Grakon Competition
ONLY £1.50 complete includes P/P
Send cheque or postal order to
ROGER WARING, R.W. GRAPHICS
31 Ballynahinch Road, Carryduff, Belfast
BT8 8EN Northern Ireland

Make a journey to Fantasy World

You won't be disappointed. We carry an extensive range of Science Fiction, Fantasy and War Games, Citadel miniatures and all games related material. New games are arriving all the time and we are always willing to order any items not in stock. Our two floors also contain American and British Science Fiction paperbacks, comics, posters, film stills, fantasy art books, film and rock magazines, Martial Arts Section (Bruce Lee), T-Shirts, Records plus much more! 'Fantasy World' is open Monday–Saturday, from 10.00am till 5.30pm, and is easily located in the middle of Hanley city centre, at 10 Market Street Arcade. The entrance and escalator up to 'Fantasy World' is in Lamb Street, opposite Lewis's. Hanley Bus Station and Stoke-on-Trent Railway Station are just minutes away. If you are travelling by car, there are plenty of car parks available and junction 16 of the M16 Motorway is only 20 minutes away via the A53 and A500!

10 Market Square Arcade, Hanley, Stoke-on-Trent ST1 1NU Tel: 0782 279294

PLEASE MENTION

PROTEUS

WHEN REPLYING TO ADVERTISEMENTS

The Fantasy Art of de Leuw

The Fantasy Art of de Leuw
A set of four full colour prints size A4 (297 mm × 210 mm) forming a limited edition of 1000 sets. All individually certificated and signed. Showing a cross selection of illustrations.

PRICE ~ £5

TO LEEUW GRAPHICS · 2 SMITHCHILD STREET, TUNSTALL, STOKE-ON-TRENT ST6 5HB
Cheques – Postal Orders made payable to LEEUW GRAPHICS. PLEASE ALLOW 14 DAYS FOR DELIVERY

Name Address

Fantasy Miniatures

11 North Street Wisbech Cambridgeshire Telephone (0945) 581582

BUY YOUR FANTASY FIGURES SUPERBLY PAINTED IN FULL COLOUR

We can supply all your 25mm painted figures from a single gnome to a complete walled town.

'ALL PRECISELY AUTHENTICATED BY TALENTED ARTISTS' using figures from all the major manufacturers: Citadel, Grenadier, Asgard, Essex, Minifig, etc.

Example			
Gnome	B1 Fighter with Axe	Price Code A	£1.00
	B8 Noble Warrior	A	£1.00
Dwarves	Juggernaut C/W Crew (4 figures)	AA	£40.00
	B12 King	A	£1.00
Goblins	B13 Wolfrider C/W Wolf	B	£1.50
	S7 Complete Goblin Army (60 figures)	BB	£50.00
Orcs	B5 Warrior C/W Club	B	£1.50
Skeleton Warriors	B8 Warrior with Battle Axe	A	£1.00
	S2 Undead War Elephant C/W Crew	W	£20.00
Monsters/Creatures	B23 Golgoth Lord of Balrogs	W	£20.00
	B31 Emperor Dragon	BB	£50.00

Prices listed include the cost of the figure, painting, authentic basing scenically textured and varnished for protection in matt or gloss varnish.

'FANTASY' is our name, 'PAINTED MINIATURES' is our game.

★ Please send £2 for a painted sample and our 40 page catalogue to: ★

FANTASY MINIATURES, PO BOX 26P, 11 NORTH ST, WISBECH, CAMBS